NINTENDO POWER

THE *ONLY* GUIDE FROM Nintendo

THE LEGEND OF ZELDA ORACLE OF SEASONS™

THE LEGEND OF ZELDA ORACLE OF AGES™

COMPLETE STRATEGIES FOR BOTH GAMES

THE OFFICIAL Nintendo PLAYER'S GUIDE

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Special Thanks to Takuji Hotta and Kazuyuki Koizumi from NCL and Akinori Sao from Mainichi Communications

The Legend of Zelda: Oracle of Seasons/The Legend of Zelda: Oracle of Ages Player's Guide is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052, at $14.99 in the U.S.A. ($17.99 in Canada). ©2001 Nintendo of America Inc. All rights reserved. Nothing that appears in The Legend of Zelda: Oracle of Seasons/The Legend of Zelda: Oracle of Ages Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. TM and ® are trademarks of Nintendo of America Inc. The Legend of Zelda: Oracle of Seasons/The Legend of Zelda: Oracle of Ages ©2001 Nintendo.

ISBN 1-930206-10-0

When the disappearance of two gifted oracles turns the magical worlds of Holodrum and Labrynna upside-down, the citizens call on Hylean legend Link to set things straight. Over the course of two long adventures, you'll guide Link through trap-filled caves and dangerous dungeons in search of the lost oracles and the answers to why they disappeared.

OFFICIAL NINTENDO PLAYER'S GUIDE

THE LEGEND OF ZELDA ORACLE OF SEASONS

THE LEGEND OF ZELDA ORACLE OF AGES

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Let Us Be Your Guides

The Official Nintendo Player's Guide for The Legend of Zelda: Oracle of Seasons and Oracle of Ages covers both games in full and offers advice on how to solve every puzzle, defeat every powerful foe and uncover every last secret. Those secrets include the key to events that occur only when you've played one game completely and have entered a password into the second game to link your adventures together. A world of discovery awaits you. Read on and have fun!

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ITEM LOCATOR

Link has two big adventures to conquer, so he'll need a big inventory of goodies to help him on his quests. The chart below lists all items, except for the Magic Rings, and indicates the pages to turn to for more information. For details on the rings, see pages 120 and 121.

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TWO NEW TALES IN THE ZELDA SAGA

Both Oracle of Seasons and Oracle of Ages are complex games that require many hours of exploring, fighting and puzzle solving. But despite the epic scale of the games, you can avoid getting stuck if you remember a handful of battle-tested tips that usually work in the Zelda universe.

ORACLE OF SEASONS

Going Underground

The land of Holodrum will be thrown into climatic chaos after the nefarious General of Darkness, Onox, captures Din, the Oracle of Seasons, and encases her in a crystal. You'll have just enough time to meet Din before she is whisked away in a whirlwind and the Temple of Seasons sinks into the underground world of Subrosia. Guided by the wise Maku Tree, you'll need to recover the Essences of Seasons that are hidden in eight dungeons in Holodrum and Subrosia. Along the way, you'll find the Rod of Seasons, a powerful device that can change the season when you wield it atop a tree stump. You'll find that Holodrum changes dramatically with the seasons.

Spring

In spring, flowers will bloom throughout Holodrum—including Blast Blooms that shoot you up to ledges.

Summer

The summer sun makes vines grow and dries up lakes. The vines allow you to scale walls that are otherwise unclimbable.

Autumn

Autumn brings ripe mushrooms and falling leaves. The leaves create safe paths over pits.

Winter

An icy blast of winter will allow you to walk over frozen lakes and move past dormant trees. You can also climb on snowpack to new areas.

ORACLE OF AGES

Trying Times

As in Oracle of Seasons, you will barely have time to meet and greet the title character in Oracle of Ages, Nayru, before a horrible fate will befall her. Veran, the Sorceress of Shadows, will use her magical powers to inhabit Nayru's body then wreak havoc on time and space in the land of Labrynna. Journey through time to uncover Veran's plot to plunge the world into an age of darkness. Instead of an ocarina, you'll use the Harp of Ages to propel yourself to the past and back again. Another Maku Tree will ask you to find eight Essences of Time in as many dungeons. If you succeed, you'll be able to clean Veran's clock and save Labrynna.

Travel through Time Portals to the bad old days in Labrynna, where landmarks are different and trouble is brewing in Queen Ambi's Palace.

LINKED GAMES

Hooking up with Zelda

If you play the two games back to back—it doesn't matter which one you play first—you'll discover that Veran and Onox are actually co-conspirators in a plot to return your nemesis, Ganon, to power. The diabolical duo of witches known as Twinrova will direct the destruction from the shadows until you defeat both Veran and Onox, then reveal themselves in terrifying fashion. If you defeat them—and Ganon himself—you will be able to rescue Princess Zelda and keep the legend alive. Look for secrets in one game that will help you in your quest in the other game.

There's Always an Option

Both games are designed to help you along in the overworlds without explicitly directing you where to go. Pay attention to what the characters in the game tell you—they rarely waste your time. Talk to every person you see. Read every sign. Explore every open path. When you reach an impasse, check your inventory to see if an item will help you move beyond it. Each dungeon contains one tool or weapon you'll need to make it to the next dungeon entrance in the overworld. Don't concentrate on taking a particular route—the path to the next dungeon is rarely direct or obvious.

Overworld

Just as the information you collect in the overworlds will help you reach dungeons, the items you find in the dungeons will help you through the overworlds.

Dungeon

Open every treasure chest in the game—there's always something good inside. It's a good rule of thumb to eliminate every enemy within a room—it often opens a door.

You often need to push on blocks or solve puzzles to open doors inside dungeons. Look at everything in the room, then think about how to use your items—such as bombs—to alter the room.

Keep Your Eyes on Your Supplies

Stay on the lookout for opportunities to pick up new items, hearts and Rupees as you wander around in the overworlds. Chop down plants with your sword and pick up rocks with your Power Bracelet. A witch apprentice named Maple collides with you from time to time, making both of you drop items. Try to pick up any good stuff she drops, but be careful that she doesn't pick up your valuable items. You should also beware of Like Likes—they'll eat your shield if you get too close to them.

After you collide with Maple, she'll race you to pick up dropped items. Like Likes aren't dangerous, but they can make your life difficult if they eat your shield.

Support Team

Sometimes your items and resourcefulness just aren't enough to see you through. Look for friendly beasts with special skills that can help you reach new areas of the overworlds. You'll need either to rescue them or to get them a valuable item before they'll help you. One of the creatures will become your special pet if you encounter it under the right circumstances.

Ricky

Ricky is a kangaroo-like creature who can hop over small pits and leap onto ledges. After you find his boxing gloves, he'll be able to punch out enemies—including Buzz Blobs. Hold down then release the A Button for a powerful punch.

Moosh

Moosh's tiny wings can hold you aloft long enough for you to cross large pits. Hit the A Button repeatedly to stay in the air. You can eliminate enemies by pressing and holding the A Button—Moosh will use his weight to thump the ground.

Dimitri

Dimitri the wee Dodongo is such a good swimmer that he can paddle right up waterfalls. Although you'll eventually be able to swim on your own, you'll have trouble in rough waters that don't seem to bother Dimitri. Press A to bite enemies.

Map Key

OVERWORLDS (BOTH GAMES)	
Ember Seed Tree	You can plant Gasha Seeds on special patches of dirt so they'll grow into trees.
Mystery Seed Tree	The Gasha Trees will produce item-bearing Gasha Nuts.
Scent Seed Tree	**ORACLE OF SEASONS**
Pegasus Seed Tree	Tree stumps allow you to change the season within a predetermined geographic area.
Gale Seed Tree	Warps allow you to travel from Holodrum to Subrosia and back again.
Events and items are listed based on their position on the overworld maps and follow no particular order.	**ORACLE OF AGES**
	Time Portals allow you to travel between the present and the past.

DUNGEONS	
Small Key	Dungeon Map
Boss Key	Compass
Letters indicate entrances and exits to rooms or caves.	Strategies in dungeons are listed in a suggested sequence.

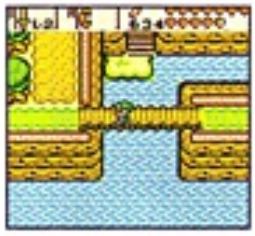
ADVENTURING TOOLS AND TACTICS

As in all Zelda games, Oracle of Seasons and Oracle of Ages offer you a set of basic abilities that you can enhance with items. Although you can equip only two items at a time, you can carry your entire inventory with you wherever you go. Depending on the context, you can perform a wide variety of functions by pressing A or B.

Your Link to the Action

The game environment usually dictates where you can go and what you can accomplish. As you attain new abilities and items, you'll be able to explore new areas. The A and B Buttons allow you to use items and perform other context-specific actions, such as talking to people. The Select Button gives you quick access to maps, and the Start Button scrolls through three item menus.

CONTROL PAD



Move
Most of the time, the Control Pad simply allows you to move around in the game. Make sure you move along solid ground.

Jump
When you push the Control Pad toward an open ledge at the top of a wall, you will automatically jump down to the ground below.

Climb & Descend
You can climb vines by pressing Up on the Control Pad and descend by pressing Down. Climbing vines is often the only way to reach a cave.

Push
Many blocks and objects can be moved if you stand next to them and push toward them with the Control Pad. If a door won't open, try pushing a block to activate it.

A & B BUTTONS

Use an Item
Assign items to either the A or B Button to use them. The assigned items will appear at the top of the screen. If you don't have a specific objective to accomplish, equip your sword.

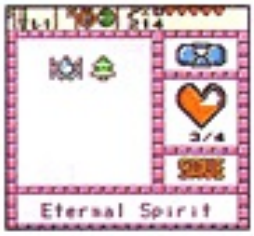
Open Chests
To open a treasure chest, stand in front of it then press the A Button. You will add the item inside the chest to your inventory automatically.

Talk or Read
Both Holodrum and Labrynna are full of helpful—and not so helpful—people whom you'll need to talk to. Stand in front of them then press A to get the conversation started.

START BUTTON — Subscreens

Use the Control Pad to select an item then press A or B to assign it to that Button.

Press Select to shift to the second subscreen, which shows items such as rings and keys.



Press Select again to save the game and to view your collected essences and Pieces of Heart.

SELECT BUTTON — Map Screen

Press Select to see your location on an overworld map or on a Dungeon Map. Both maps show areas you've already visited. You must find the Dungeon Map within the dungeon it depicts.

Items: Both Games

Biggoron's Sword

ORACLE OF SEASONS	Password Power-Up: See Page 125
ORACLE OF AGES	Password Power-Up: See Page 127

Make a return visit to the big guy on top of Goron Mountain in Oracle of Seasons—and a few side trips between games—to pick up the Biggoron's Sword. The sword is so heavy, you won't be able to equip anything else—but you probably won't need anything else. It causes more damage than any other sword.

Bombchu

ORACLE OF SEASONS	Password Power-Up: See Page 124
ORACLE OF AGES	Password Power-Up: See Page 126

If you could somehow crossbreed a mouse with a few pounds of TNT, you'd end up with something like a Bombchu. Assign it to the A or B Button, then release it in the direction of a target. When it hits the target, it will explode just like a bomb. It's particularly useful against armored foes.

Bombs

ORACLE OF SEASONS	Gnarled Root Dungeon
ORACLE OF AGES	Past: From Queen Ambi

When you're faced with a cracked wall or object, it's a good bet that a well-placed bomb will clear it out of the way. Although you can carry only 10 bombs at first, you'll eventually be able to buy a bag that holds 30 bombs. Bombs are also the only weapon that can destroy enemies like Pols Voices and Facades. To use a bomb, press its assigned button once to light its fuse, then again to release it.

Use bombs to eliminate enemies and on cracked walls to open up doorways. To throw a bomb, press the Control Pad as you release the bomb.

Boomerang

ORACLE OF SEASONS	Subrosian Dance
ORACLE OF AGES	Shooting Gallery in Rolling Ridge

The Boomerang is an excellent tool for stunning and destroying enemies, and it also has many secondary functions, such as activating switches and snatching distant items. It's a good weapon to equip in conjunction with your sword when there are no special tasks at hand. Try it out against nuisance enemies like flying Keese or jumping Stalfos warriors.

Strange Flute

ORACLE OF SEASONS	From Ricky
ORACLE OF AGES	From Moosh

What good is a pet if you can't call it when you need it? When you meet Ricky in Oracle of Seasons and Moosh in Oracle of Ages, you'll get a Strange Flute that allows you to summon the creatures in the overworlds. You can also buy or win flutes elsewhere that allow you to bond with a different pet.

Gasha Seed

ORACLE OF SEASONS	All Areas
ORACLE OF AGES	All Areas

You'll find teardrop-shaped Gasha Seeds and square planting spots in various locations in both games. Stand on a planting spot then deposit your seed to grow a Gasha Tree. When you return later, the tree will have a Gasha Nut that you can harvest. The harvested seed will reveal a treasure, like a ring or Magic Potion. The more remote the planting area, the better the treasure.

When you stand on a planting spot, you'll be asked if you want to plant a Gasha Seed. If you plant a seed, a tree will appear in the same spot when you return later in the game.

Magic Potion

ORACLE OF SEASONS	Syrup's Potion Shop
ORACLE OF AGES	Syrup's Potion Shop

After enduring a tough battle—and sometimes in the middle of a tough battle—there's nothing more satisfying than throwing back some of the red stuff. Magic Potions will replenish all of your hearts. Syrup sells them at her Potion Shop, and you can harvest them from Gasha Nuts.

Power Bracelet

ORACLE OF SEASONS	Snake's Remains
ORACLE OF AGES	Spirit's Grave

In Link's world, if you want to get stronger, all you have to do is put on a piece of jewelry—the Power Bracelet. Once equipped, the bracelet gives you the ability to pick up stones, pots and other large items. You can also pick up and throw certain enemies while wearing it.

Rings

ORACLE OF SEASONS	All Areas
ORACLE OF AGES	All Areas

There are dozens of rings to collect in both games, and some of them give you special powers. You can equip only one ring at a time, so pick the one that will help you the most in your quest. The Red Ring and Blue Ring double your sword damage and armor strength, respectively.

Roc's Feather

ORACLE OF SEASONS	Poison Moth's Lair
ORACLE OF AGES	Wing Dungeon

Roc's Feather is one of the most versatile items in the games. It allows you to leap over pits, evade enemies and jump between platforms in tunnel areas. When used in conjunction with Pegasus Seeds, you can jump twice the distance as with the feather alone. Roc's Feather also allows you to skip across shifting sand and other volatile surfaces.

When Ricky or Moosh isn't available to help you, you'll need to rely on Roc's Feather to leap over pits.

Seed Satchel

ORACLE OF SEASONS	Gnarled Root Dungeon
ORACLE OF AGES	Present: Maku Tree

The Seed Satchel is a permanent item that stores your supply of the disposable seeds listed below. As you progress through the games, you will discover different types of seeds. To equip a seed, select your Seed Satchel on your item subscreen then choose a seed type from a pop-up menu. Once you have equipped a seed, the number of remaining seeds will appear next to the Seed Satchel icon.

Ember Seeds

Combustible Ember Seeds come with the Seed Satchel itself. They're useful for burning down saplings and lighting torches.

Mystery Seeds

If you're stuck in the game—which shouldn't happen if you're using this guide—toss a Mystery Seed at an owl statue to get a tip.

Scent Seeds

Crack open a Scent Seed to attract select enemies. It can be a handy way to lure them toward or away from you.

Pegasus Seeds

Link is fleet-footed, but sometimes he needs Pegasus Seeds to speed him across crumbling floors and disappearing bridges.

Gale Seeds

For a fast trip across Holodrum, toss a Gale Seed then jump into the whirlwind—you'll be able to warp to any seed tree location.

Shield

ORACLE OF SEASONS	Horon Village Shop
ORACLE OF AGES	Lynna Village/City Shop

Shields are a delicacy for Like Likes, so stay away from the odd creatures—or you may have to buy a few replacements during your adventure. You'll need the protection if you want to defeat seed-spitting Deku Scrubs and Spiked Beetles.

Spend some hard-earned Rupees in a town shop to purchase a Wooden Shield. Then buy another one after a Like Like eats it.

Deku Scrubs run a black market in over-priced shields. Their secret? Location, location, location. Use shields to defeat other Deku Scrubs.

Shovel

ORACLE OF SEASONS	Holly in Woods of Winter
ORACLE OF AGES	Past: Black Tower

When there's digging to be done, pull out your handy short-handled shovel then put your back into the job. Use the shovel to uncover buried treasure and remove snow mounds in Oracle of Seasons, and to clear away dirt mounds that obstruct your movement in Oracle of Ages.

Sword

ORACLE OF SEASONS	Hero's Cave
ORACLE OF AGES	From Impa

Without a doubt, your sword will be the most useful item in your inventory. When there's fighting to be done, it's usually the first thing you'll grab. You can also use it to activate switches, chop down plants and snag items just beyond your reach. You'll start out with a trusty Wooden Sword, and you can upgrade to the powerful Noble Sword then the Master Sword.

It's wise to use your sword as a default item. You can use it virtually anywhere—even underwater—and there are usually item-bearing plants to chop down.

Complete the trading sequence in either game to acquire the Noble Sword, an upgraded weapon that fires deadly beams when your hearts are filled.

Zora's Flippers

ORACLE OF SEASONS	Sunken City
ORACLE OF AGES	Present: Yoll Graveyard

Link will sink like a stone in deep water until you pick up a pair of Zora's Flippers. You won't move as fast as a Dodongo, but at least you won't drown. While swimming, you can press the B Button to dive underwater temporarily—allowing you to evade enemies and find underwater caves.

Items: Oracle of Seasons

Hyper Slingshot

ORACLE OF SEASONS	Sword & Shield Maze

The Hyper Slingshot works exactly like the Slingshot, except that it fires three seeds instead of one. It comes in handy when you need to hit three targets at once. Aiming the projectiles requires extra care, as the seeds spray out in three different directions.

Magic Boomerang

ORACLE OF SEASONS	Ancient Ruins

The Magic Boomerang works like a remote control glider. You release it just like the regular Boomerang, then you can steer it with the Control Pad while it's in the air. You can send it around corners to activate switches and guide it into fast-moving enemies when your aim is imperfect.

Magnetic Gloves

ORACLE OF SEASONS	Unicorn's Cave

The Magnetic Gloves are a handy item when you need to cross treacherous territory, activate switches or simply crush enemies under giant iron balls. The gloves' polarity shifts between north and south each time you use them, so you can move iron balls both toward you and away from you. You can also propel yourself toward—and push yourself away from—iron posts. The Magnetic Gloves icon changes from red to blue to indicate their polarity.

You can toss yourself all over the place if you have Magnetic Gloves and a metal post. You can also make metal balls roll—even from the other side of a wall.

Roc's Cape

ORACLE OF SEASONS	Explorer's Crypt

Roc's Cape is the upgrade for Roc's Feather, which seems pathetic in comparison. The cape allows you to soar over dangerous pits like a superhero. You'll be able to visit several new areas after you find Roc's Cape and revisit other areas during different seasons.

Rod of Seasons

ORACLE OF SEASONS	Subrosia: Temple of Seasons

The Rod of Seasons is a powerful instrument that allows you to manipulate the seasons. Stand on a tree stump then activate the rod to progress through the different seasons. You'll add the powers of different seasons to the rod as you progress in the game.

Power of Winter

The chill of winter creates snow bridges and frozen lakes you can walk across. It also strips some trees of their leaves so you can pass by them.

Power of Spring

All the plants will be in full bloom come spring. Blast Blooms can shoot you up to high ledges.

Power of Summer

Vines will creep up bare walls in the summertime, allowing you to climb to ledges. Water levels will be lower in some lakes and rivers.

Power of Autumn

Autumn will color the landscape, cover pits with leaves and create ripe mushrooms that you can remove using the Power Bracelet.

Slingshot

ORACLE OF SEASONS	Dancing Dragon Dungeon

The Slingshot allows you to fire seeds at targets beyond your reach. As with the Seed Satchel, you'll need to select the type of seed you want to fire when you equip the Slingshot. It is most often used for lighting torches and activating switches from a distance.

Torches and switches are the most common Slingshot targets. It's particularly tricky to hit switches from a moving mine cart.

Cane of Somaria

ORACLE OF AGES	Crown Dungeon

There are times when you need a big block, but it can be a hassle to carry one around all the time. Your problem will be over once you find the Cane of Somaria, a mystical device that conjures a block whenever you like. Push the block in front of you to find your way across darkened platforms.

Harp of Ages

ORACLE OF AGES	Nayru's House

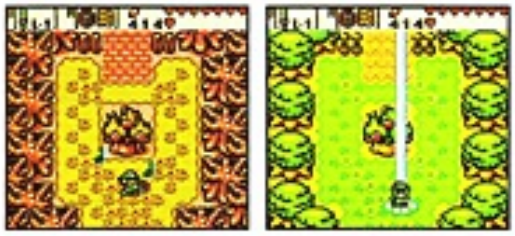
The Harp of Ages is a time travel device that used to belong to the Oracle of Ages. She won't be needing it while Veran is inhabiting her body, so you can borrow it to jump back and forth between the past and present while you're outside in Labrynna. You'll have to learn all three of the harp's tunes to unlock its full power.

Tune of Echoes

BEFORE AFTER

The first tune activates dormant Time Portals. Most of the portals go one way, so you'll have to find a different way back.

Tune of Currents



PAST PRESENT

The Tune of Currents opens a Time Portal from the past to the present then leaves another portal behind for a return trip.

Tune of Ages

PAST PRESENT

No more Time Portals—the Tune of Ages allows you to move between past and present at will.

Power Glove

ORACLE OF AGES	Ancient Tomb

The Power Glove is an upgrade for the Power Bracelet. It gives you the added strength you need to lift and move large objects like sarcophagi. You'll need it only in the last dungeon in Oracle of Ages—which is good, because that's where you'll find it.

Seed Shooter

ORACLE OF AGES	Moonlit Grotto

The Seed Shooter is similar to the Slingshot in Oracle of Seasons. Like the Slingshot, it will allow you to shoot seeds at distant targets. The Seed Shooter, however, fires projectiles with enough force to bounce them off two surfaces before they come to rest.

Switch Hook
Long Hook

ORACLE OF AGES	Skull Dungeon
ORACLE OF AGES	Jabu-Jabu's Belly

Imagine yourself in an enemy's position, then physically switch places with it using the Switch Hook. The device uses a projecting claw to grab an enemy, pot or special diamond-shaped weight, then removes it and puts you in its place. The device can be essential for moving across chasms and other dangerous terrain. The Long Hook is simply a version of the Switch Hook that allows you to grab enemies and objects from farther away.

The Switch Hook, as the name implies, allows you to switch places with enemies and objects.

ORACLE OF SEASONS

HOLODRUM WORLD MAP

Important Places

IMPA'S REFUGE		D6	pg. 16
VASU JEWELERS		E8	pg. 16
ONOX'S CASTLE		B2	pg. 58
SYRUP'S POTION SHOP		H3	pg. 28
MOBLIN FORTRESS		F3	pg. 28
MAKU TREE		E7	pg. 16
FAIRY'S FOUNTAIN	H1	A2	D3
	F5	H5	B7
THE HERO'S CAVE		C7	pg. 16

Dungeon Entrances

GNARLED ROOT DUNGEON	D5	pg. 18
SNAKE'S REMAINS	G5	pg. 22
POISON MOTH'S LAIR	A4	pg. 26
DANCING DRAGON DUNGEON	G1	pg. 32
UNICORN'S CAVE	F5	pg. 38
ANCIENT RUINS	A1	pg. 42
EXPLORER'S CRYPT	A7	pg. 48
SWORD & SHIELD MAZE (WARP)	C1	pg. 54

Subrosia Warps

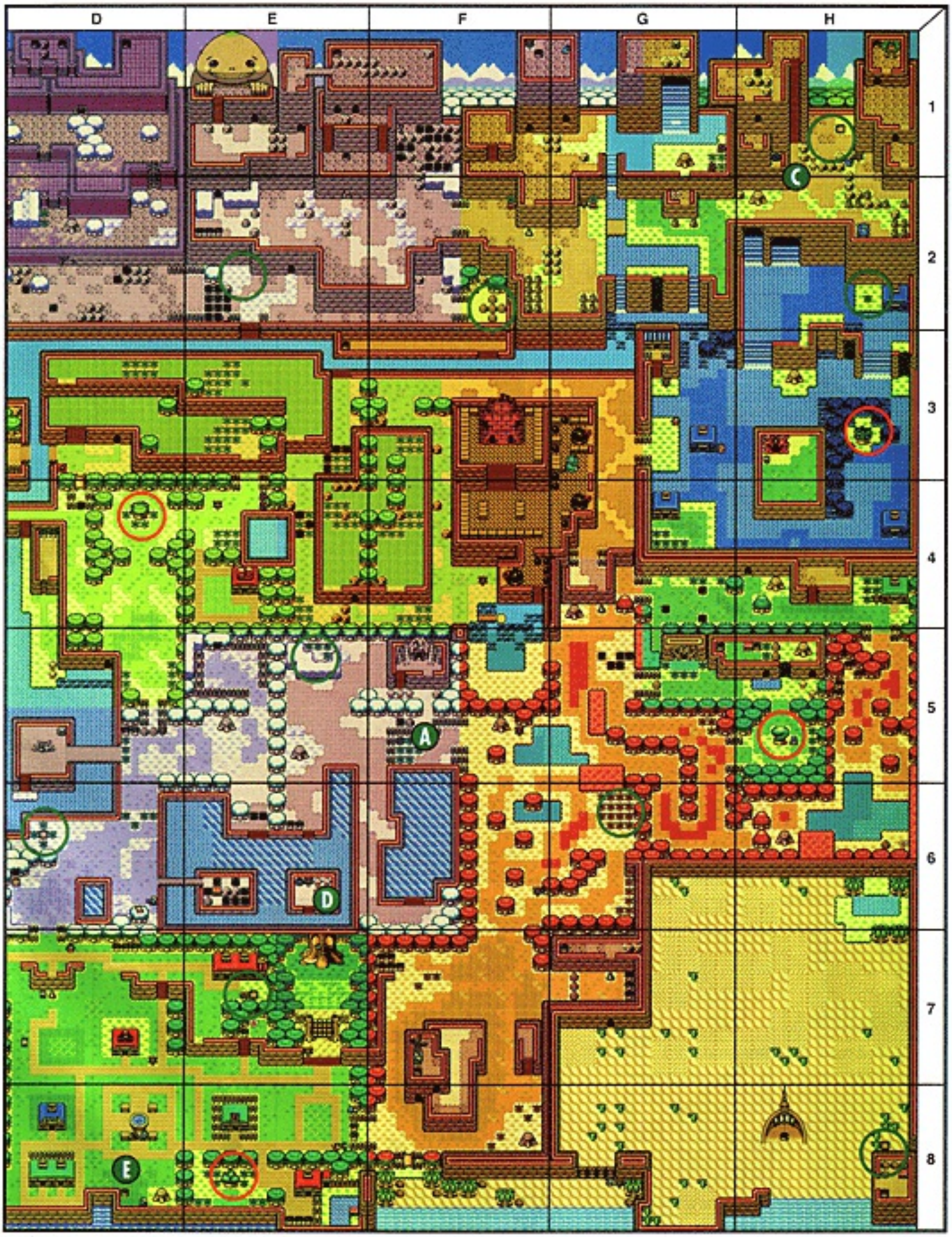
There are seven warps that connect Holodrum with the underground world of Subrosia. The lettered warp points shown on this map correspond to lettered warp destinations on the Subrosia map on page 14.

Seed Trees

GALE SEEDS: SUMMER	A1/H3	pg. 41/28
PEGASUS SEEDS: AUTUMN	B4	pg. 24
SCENT SEEDS: SPRING	D4	pg. 24
MYSTERY SEEDS: SUMMER	H5	pg. 20
EMBER SEEDS: WINTER	E8	pg. 16

Planting Spots

Gasha Seed planting areas are marked with green circles. After you've let a seed sprout and grow, you can return to the fully grown tree and cut it down for a reward. The trees with the best rewards grow in the most remote areas.


D
E
F
G
H
1
2
3
4
5
6
7
8
A
C
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E

SUBROSIA WORLD MAP

Holodrum Warps

The warp connections to Holodrum are marked with circled letters on the Subrosia map. In most cases, you will find the corresponding Holodrum warp locations first and use them to reach previously unreachable sections of Subrosia.

A Holodrum F5

Subrosia C1 A

B Holodrum A6

Subrosia D3 B

C Holodrum H1

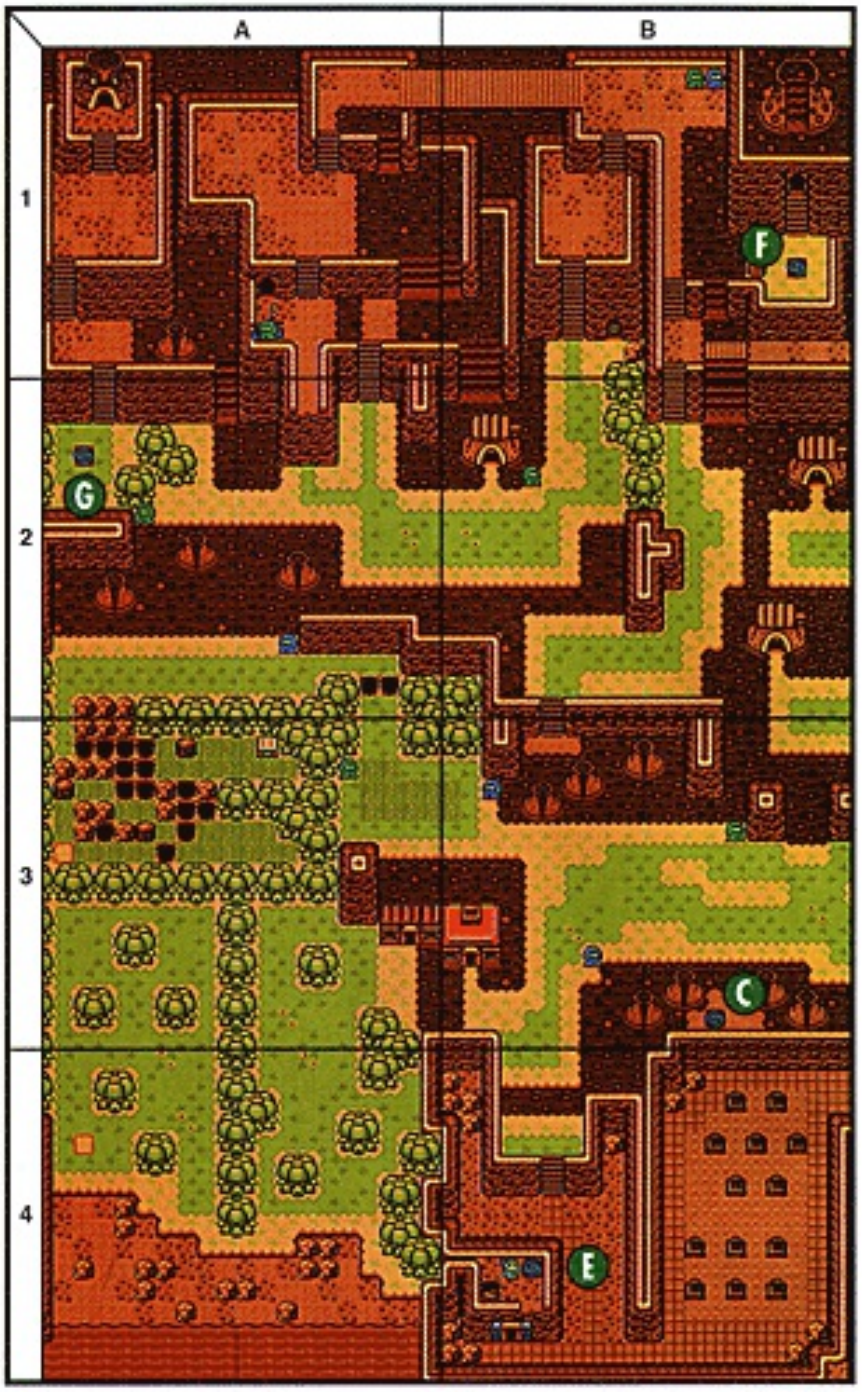
Subrosia B3 C

D Holodrum E6

Subrosia F3 D

E Holodrum D8

Subrosia B4 E



F Holodrum C2

Subrosia B1 F

G Holodrum C1

Subrosia A2 G

Important Places

SUBROSIA SMITHY	B2	pg. 25
SUBROSIA DANCE HALL	C2	pg. 21
SUBROSIA MARKET	C3	pg. 25
HOUSE OF PIRATES	B4	pg. 46
SWORD & SHIELD MAZE	A1	pg. 54
TEMPLE OF SEASONS	E1	pg. 21
TOWER OF SPRING	E2	pg. 30
TOWER OF SUMMER	E1	pg. 25
TOWER OF AUTUMN	F1	pg. 36
TOWER OF WINTER	F2	pg. 21
GREAT FURNACE	E3	pg. 36

Before Level 1

HORON VILLAGE

Link's adventure begins in Horon Village, and the courageous Hylean will return to the bustling community many times before he finally sets things right in Holodrum. You'll find that the town has plenty of resources for a budding explorer, including various shops and an assortment of talkative citizens.

The Way to the Weapon

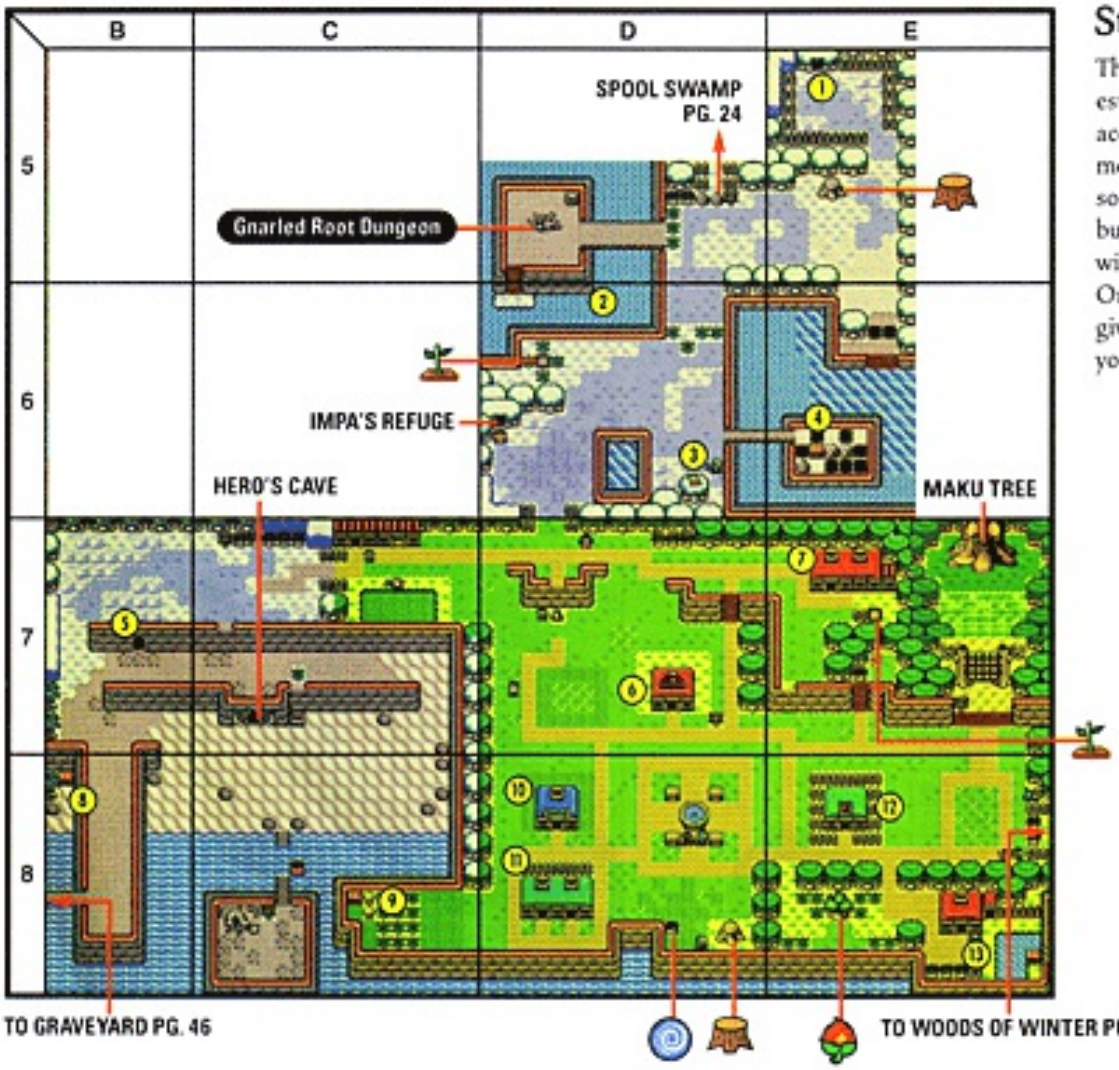
You'll come into the game defenseless and weak, but you won't have to stay that way for long. Journey to the beach, where you'll discover the entrance to Hero's Cave. If you're quick on your feet and clever enough to solve a few simple puzzles, you'll be rewarded with the Wooden Sword. If you get stuck, make sure that you've activated any switches and pushed any stones inside the room you're in.

Stone slabs block a circuitous walkway in the cave. Push the slabs out of the way to proceed.

Keep your distance from the Gels as you step on the switch that opens a door in the cave.

Chop down the plant then dive into the well at the cave entrance to earn 30 Rupees the easy way.

HOLODRUM: HORON VILLAGE



Stump Speech

The Maku Tree is the oldest and wisest being in Holodrum. After you acquire the sword, you'll be able to meet the tree and learn from its lessons. When you wake the tree by bursting its bubble, it will spill forth with information about your quest. On your first meeting, the tree will give you the Gnarled Key—just what you need to enter the first dungeon.

Use the Maku Tree's Gnarled Key to open the Gnarled Root Dungeon.

1 Spread the News

The daughter of village explorer Talon craves information about the places that her father visits. When you give her the historian's Cuccodex, she'll give you a Lon Lon Egg. That's the first in a long line of trades that will eventually lead to information about a special sword.

2 Red Ring Quest

When you visit the area south of the first dungeon in the summer, you'll find a wise old man in a cave. He'll tell you to find and defeat four golden creatures. Their seasonal locations on the overworld map are shown below.

Defeat the four golden creatures and talk to the old man near the Gnarled Root Dungeon. He'll give you a sword-power doubling ring.

GOLDEN CREATURES	MAP	SEASON
SOLDIER	C7	SPRING
OCTOROK	A7	SUMMER
MOBLIN	G5	AUTUMN
WOLF WARRIOR	B3	WINTER

3 Cat Trick

A Horon Village man desperately wants his cat, Mittens, to come down from a tree. After you trade a Vase for Fish in the Sunken City, you'll have what the man needs to bring his cat down. He'll give you the Megaphone.

4 Treasure Trick

When you have the power to change the season to autumn, most of the holes that surround the chest in area E6 will be covered with leaves. Use Roc's Feather to jump over the remaining holes.

5 The First Fountain

On your way to the Hero's Cave, you'll find a helpful fairy in a small grotto—the first Fairy's Fountain. When you walk up to the water, the fairy will surround you with hearts and restore your health.

6 Clock Completion

The clock maker in Horon Village has been working on the ultimate cuckoo clock for some time, but he's missing the cuckoo. When you deliver a Wooden Bird to him, he'll give you the Engine Grease.

7 Agricultural Assistance

The residents of the house in area E7 will clue you in on how to plant Gasha Seeds in the soft plots of soil that are scattered throughout the land. They'll also provide you with a pair of seeds.

8 Tantalizing Treasure

Early in your adventure, the treasure chest in area B8 will be close but still out of your reach. After you sail to the beach with a band of pirates, you'll finally be able to reap the reward, a Magic Ring.

9 Mushroom Harvest

When you have the ability to change the season to autumn, you will be able to remove the mushrooms that block a treasure chest in area C8. Mushroom removal will lead to many interesting discoveries.

10 Limited Inventory

If you visit the Horon Village shop after you clear Snake's Remains and before you leave for Spool Swamp, you can purchase a Strange Flute there that makes Moosh, the bear, your main pet. Come back to the shop when you have a Member's Card (available in the Subrosia Market) for access to more goods in the basement.

11 Life Goes On

Farmers Bipin and Blossom have just started a family when the first game that you play—Oracle of Seasons or Oracle of Ages—begins. You can help name their son and check in on his progress from toddler to teenager if you play through one game and move on to the next.

Help Bipin and Blossom rear their child with gifts of Rupees. In return, they'll give you information about seeds and trees.

12 Vasu Knows Value

When you find Magic Rings over the course of your adventure, they won't have any value until you take them to Vasu for appraisal. The jeweler will give you your first Ring Box and, for a small fee, he will identify your rings and keep track of your ring collection.

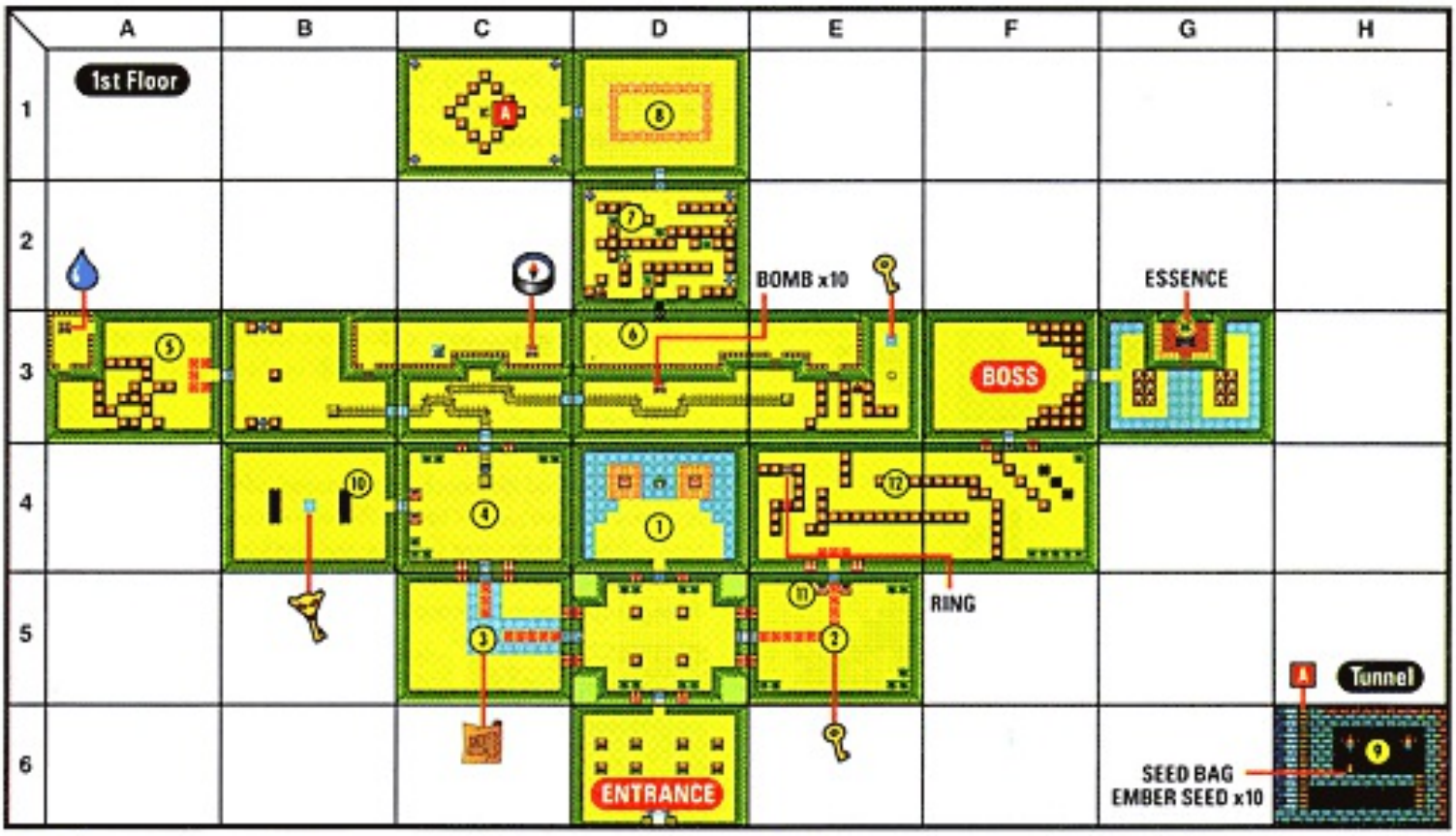
13 Help the Historian

When you first visit the Holodrum historian in E8, you'll find that he is reading in low light. Use an Ember Seed to illuminate the room. The historian will reward your act of kindness by giving you a rare volume—the Cuccodex. Notice the weak spot in the right wall.

Level 1

GNARLED ROOT DUNGEON

The withered tree near Horon Village conceals the entrance to the first major dungeon on your quest. You'll enter with only your sword, but you'll soon uncover other items that you'll use to reach the treasure. The dungeon also introduces many types of enemies and puzzles that appear throughout the game.

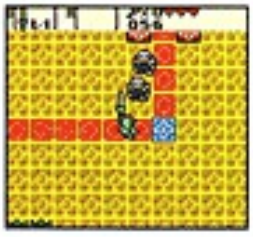


① Master of the Obvious

The room beyond the dungeon lobby contains four blocks. Push the upper right-hand block to open two doors in the room. The upper door leads to a chamber where a solitary graybeard awaits your company. He'll provide you with some unnecessary advice.

② Skeleton Key

Reenter D5, move the block then enter the door to the right. Four skeletal Stalfos warriors will greet you, and they're far less friendly than the guy in the other room. Defeat all of them to make a key fall from the ceiling. Return to the previous room then use the key to open the locked door.



③ The Map Is the Treasure

Dispatch four more Stalfos in the room behind the locked door to earn a treasure chest. Stand in front of it, then press A to pop the lid. The map inside will show you the entire dungeon and indicate which rooms you've already explored.

④ Rail Splitting

Stand next to the railroad cart then push the Control Pad toward it to jump inside. You'll automatically follow the tracks then hop out at the end of the line. If you explore the upper level of the room, you'll find a track switch and a treasure chest with a compass inside.

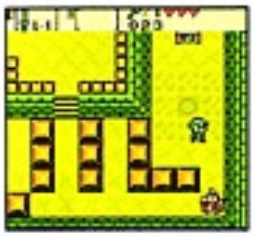
Swat the bats as you ride the rails. When you reach the next room, push the block between the Blade Traps to open a nearby door.

5 Get Yourself a Gasha Seed

A simple block-moving puzzle is the only thing standing between you and a valuable Gasha Seed. Push the blocks in the directions indicated in the picture to clear the way. You can plant Gasha Seeds in special patches of soil to make plants grow.

6 Instant Doorway

After you hit the train switch with your sword, you'll be able to ride the tracks to a large room with two treasure chests and a suspicious-looking crack in the wall. Open the first treasure chest to receive your first set of 10 bombs and the second to acquire an essential key. Place a bomb near the cracked wall on the raised platform in the room to open a doorway to an adjacent room.



Avoid the spinning enemy to reach the treasure chest containing a key, then plant one of your newfound bombs next to the crack in the wall.

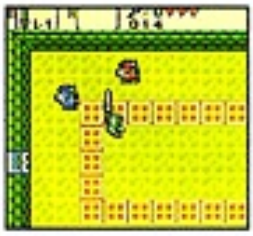
7 Close Shaves

Traps line the maze you must navigate to reach the miniboss room. Activate the traps by quickly stepping into then out of their range, then run past them as they reset themselves.

Use conveniently placed cubby-holes to trigger the traps safely and to hide from danger. Don't be in a hurry—you can make it through the maze unscathed if you are patient and cautious.

8 Colorful Combatants

The two bull-like minibosses you'll face are identical except for their color. Steer clear of the steers' boomerang attacks while you swipe at them with your sword. Try powering up your sword to release a spin attack near the enemies. Once they're defeated, a warp that takes you back to the lobby will appear.



Watch your back—one enemy may attack you while you fight the other. Power up your sword to strike both of them at once.

9 A Need for Seed

Push a block on the left side of a downward staircase to enter a side-scrolling tunnel area. You'll find a Seed Bag that contains 10 self-igniting Ember Seeds. You'll find other types of seeds later in the game.

10 Spark Some Action

Once you have the Ember Seeds at your disposal, you'll be able to open some locked doors in rooms you've already visited. Ignite the torches on either side of locked doors to make them open. You'll find the Boss Key in B4, between two pits.

11 Two More Torches

Just as you did to enter the the room with the Boss Key, you must light two more torches to reach the path to the final boss. Be sure to have your sword handy when you enter the next room, as you will be attacked immediately once you enter.

12 How about a Big Hand for Link?

The ghostly hands, or Wallmasters, that patrol the room with the Boss Door aren't dangerous, but they can be exasperating if you don't eliminate them with your sword. If they grab you, you'll be warped back to the dungeon lobby.

Dungeon Boss
AQUAMENTUS

Fans of the original NES Zelda may experience déjà vu as they confront the Dungeon Boss, the Aquamentus. Just as in the earlier game, the dragon will fly back and forth across the room while spitting fire rings. It will also charge you if you get too close. Strike its flashing horn repeatedly to extinguish its flame.

The dragon is most vulnerable just after it lands in its original position. Situate yourself near its landing area then strike just as its horn flashes.

Before Level 2

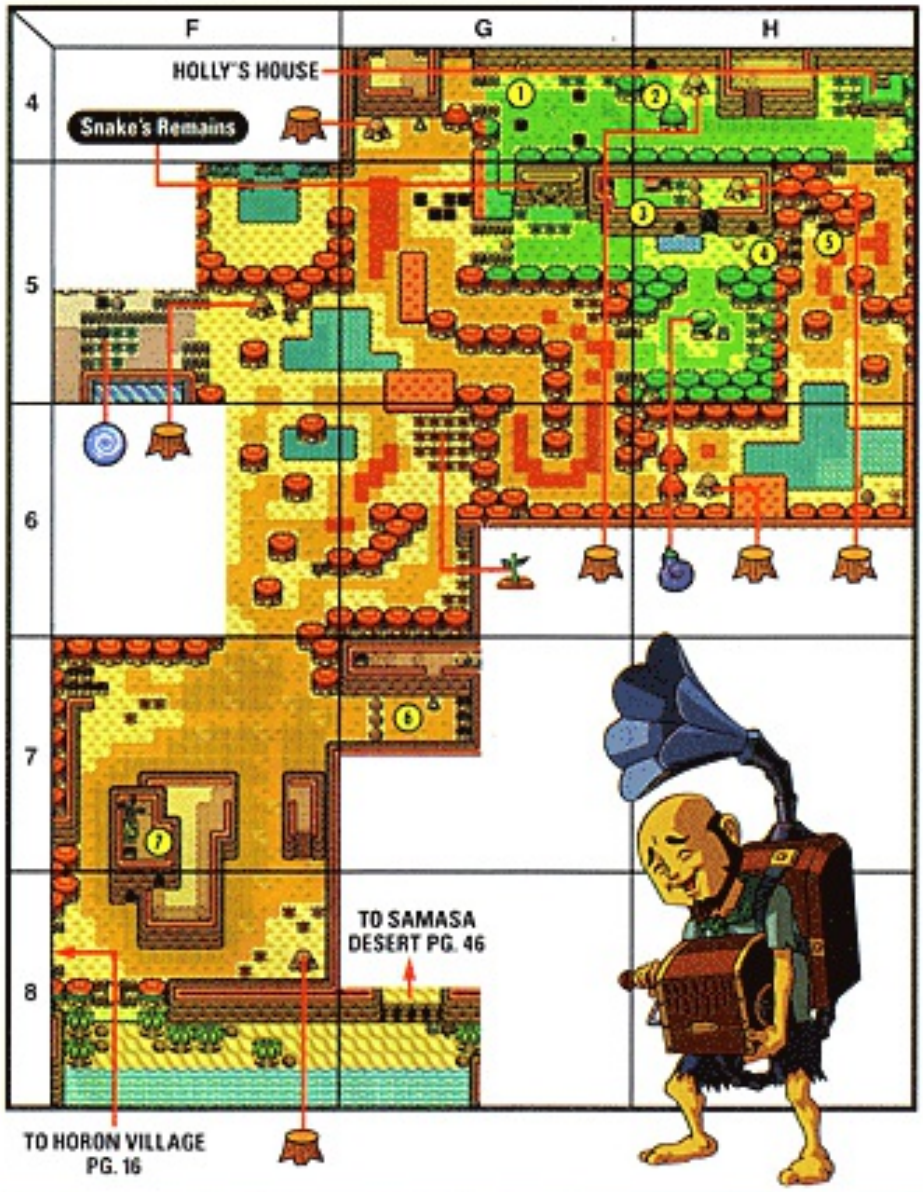
WOODS OF WINTER

With Ember Seeds in your satchel, you can burn a pair of saplings on the eastern edge of Horon Village and gain access to the Woods of Winter. There, you'll find an entrance to Subrosia, where you'll get the Rod of Seasons. When you return to the surface, you'll be able to impose cold weather and snow on the Woods of Winter.

Fire Escape

The Seed Satchel and Ember Seeds from the Gnarled Root Dungeon are just what you need to enter the Woods of Winter. Two saplings block the way to the woods on the eastern edge of Horon Village (E8 on the Holodrum World Map). Use Ember Seeds to burn away a sapling, then exit the village. Among the items that you'll find when you explore the Woods of Winter are Mystery Seeds.

HOLODRUM: WOODS OF WINTER



Shy Subrosian

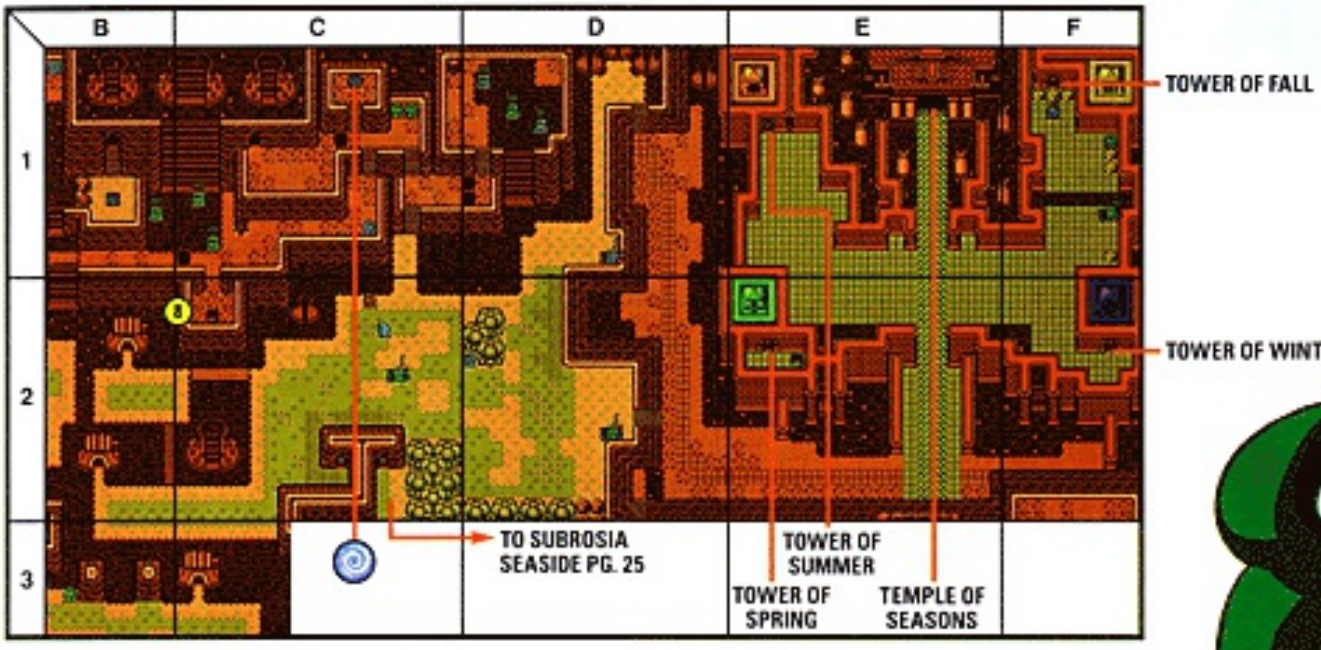
Not long after you enter the Woods of Winter and head north, you'll have a Subrosian sighting. Rosa will be on her way back to the underground. If you follow her without being seen, she'll lead you to the first Subrosian warp.

Once you burn a sapling to gain entrance to the Woods of Winter, go north and follow Rosa to the first Subrosian warp.

Dance Hall Daze

When you make your way down to Subrosia, you'll discover a Subrosian tradition—dancing. The entrance to the Dance Hall is in section C2 on the Subrosia map. There, you will learn the three basic moves of Subrosian dance and earn a Boomerang if you can outdance the regulars. Additional prizes that you can win in the Dance Hall include ore, a Magic Ring and the Strange Flute (if you don't already have a flute).

SUBROSIA: TEMPLE OF SEASONS AND SURROUNDING AREA



Capture the Rod of Seasons

The Oracle of Seasons may be in the hands of evil General Onox, but the oracle's Rod of Seasons is safely stored in the Subrosian Temple of Seasons. Take the rod and continue your quest.

Once you have the Rod of Seasons, use the Boomerang to enter the Tower of Winter. You must have control over winter to enter the next dungeon.

Roof Access

The power of winter allows you to freeze bodies of water and put snow on the ground. Use the Rod of Seasons while standing on the stump in H4 to bring winter to the region, then head east and use a snowdrift as a path to the chimney of a locked house.

When you impose winter on the world, you'll be able to enter a house from the roof. There, you'll earn a shovel.

1 Weak Wall

You can break into caves by dropping bombs near walls that show signs of stress. Blast into the cave in G4 to find 30 Rupees.

2 Sunken City Exit

The cave in H4 serves as a quick one-way exit from the Sunken City in the north to the Woods of Winter.

3 Dungeon Crawl

The cave entrances on the bluff in G5 and H5 are part of the second dungeon—Snake's Remains. While exploring that dungeon, you will cross the bluff to enter another part of the maze.

4 Mushrooms and Magnetics

Mushrooms block the entrance to a cave in H5. When you can call autumn, you'll be able to move the mushrooms and go inside. Later, you'll use the Magnetic Gloves to collect a prize there.

5 Go Underground

By burning the saplings in H5, you'll reveal the entrance to a hidden chamber. Go underground to meet a mysterious man.

6 Spring to the Top

When you gain the power to change the season to spring, you'll be able to reach the cave at the top of the bluff in G7 by way of a Blast Bloom. After you've completed Unicorn's Cave, use the Magnetic Gloves to cross a gap, then collect a Gasha Seed from a treasure chest.

7 Trade for Tunes

The one-man band who plays near the tunnel entrance in F7 is in need of Engine Grease to make his machines run smoothly. If you provide him with grease, he'll give you his Phonograph.

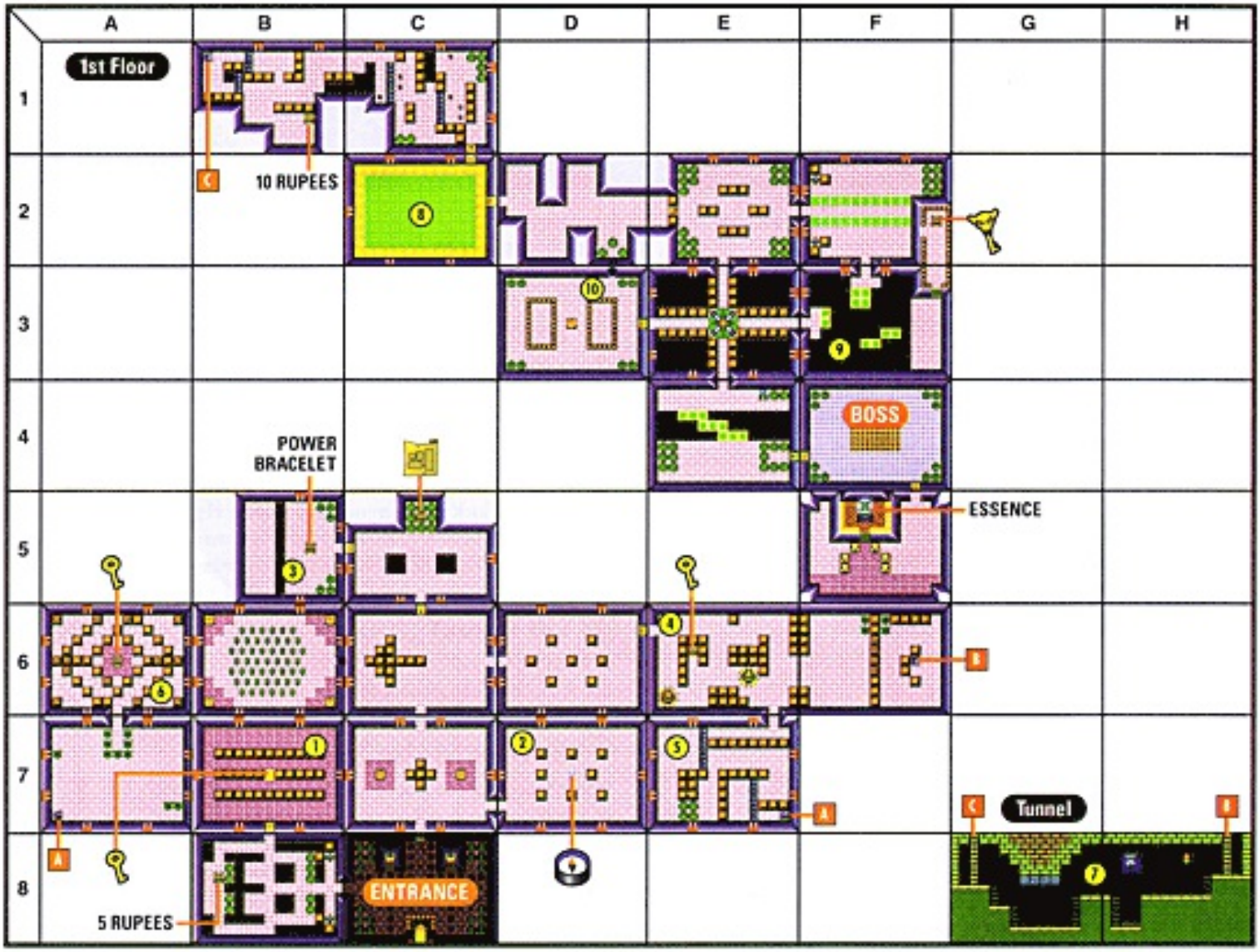
8 Dance Marathon

The only thing that you really need from the Dance Hall in Subrosia is the Boomerang, but if you enter the dance contest again, you can earn more prizes. In most cases, you'll win 50 pieces of ore. You could also win a Gasha Seed or a special flute.

Level 2

SNAKE'S REMAINS

The entrance to Snake's Remains is in the Woods of Winter, on the other side of a pond that you can freeze with the Rod of Seasons. Dungeons become more complex and more challenging as you progress, but they all follow the same basic rules. If you defeat every enemy, push every block and light every torch, you'll go far.



① Snakes Remain

Snake Ropes slither through many of the chambers of Snake's Remains. When you defeat all of the fast-moving reptiles in B7, the dungeon's first key will drop to the floor.

② Get Direction

More Snake Ropes will attack you in D7. After you clear away the enemies with your sword, find the one block on the east side of the room that is not in alignment with the others and push it to the east. A treasure chest will appear. Open it to acquire the compass.

③ Power Up

Most dungeons contain a powerful tool. You will find the Power Bracelet in Snake's Remains. Use your sword to push the Hardhat Beetles in C5. That will open the door to B5. Hit the two Moblins in B5 with your sword or with bombs. When they're gone, a treasure chest containing the Power Bracelet will appear. You can use the bracelet to pick up heavy objects, like pots.

With the Power Bracelet in hand, you can move the dungeon's many pots out of the way.

4 Cautious Key Collection

Room E6 features two very large sliding traps and a flock of batlike Keese. The traps follow simple patterns around the room. When you enter, stay in the doorway to let the first trap slide by, then follow it and duck into a narrow cove to get a key from a treasure chest.

After you push a block in D6, you'll be able to enter E6. Once there, make your way to the treasure chest and collect the key.

5 Push with Power

The big blue rollers, located in room E7 and several other chambers, are very heavy. The only way to move them is with the strength of the Power Bracelet. Push the button assigned to the Power Bracelet as you push the roller. It will move.

6 Demolition Derby

You'll find a treasure chest that is surrounded by blocks in the middle of room A6. After you've been in the room for a short time, the chest will disappear. Follow the path shown in the picture below to navigate the room quickly, bombing blocks as you go, and open the chest before it disappears. You'll earn a key.

The way to rooms A6 and A7 is through a passage near the dungeon exterior.

7 Tunnel Traps

You'll encounter two types of falling traps in the tunnel between F6 and B1. You can use the large trap as a platform. Step over the edge of the hole that the trap protects to make it drop. Walk over it when it covers the hole. The four smaller traps will drop as you walk under them. If you don't stop, they won't hit you.

Bait the first trap so that it covers the hole. Walk without stopping to avoid the series of small traps.

8 Explosive Expression

The Snake's Remains miniboss is a large face on the floor that spits fireballs. The fact that you can earn bombs by defeating small enemies in the room is a clue. When the face appears, toss a bomb so that it lands between the face's eyes. Four direct hits will do the job.

9 Slide and Swing

Room F3 is populated with sliding platforms and flying Keese. Since you can't jump, you've got to wait for the platforms to meet with the surface that you are standing on before you can take them for a ride. If the Keese get close, hit them with your sword or Boomerang.

10 Turnstile Trick

The behavior of the turnstile in room E3 is determined by your actions in the adjacent rooms. Bomb the wall in D2 to gain entrance to D3 and defeat all of the enemies in the room. When you approach the turnstile from D3, it will turn so that you can move on to E4 and beyond.

Dungeon Boss

DODONGO

The lead enemy in Snake's Remains is a fire-spitting Dodongo. The only way to damage the enemy is to toss it into the spiked pit in the middle of the room. Put a bomb in the Dodongo's path. When it eats the bomb, it will be stunned. That's your cue to pick up the beast with the Power Bracelet and toss it into the spikes.

Toss a bomb in the Dodongo's path when it opens its mouth. The creature will eat the bomb and will become vulnerable. Pick it up and throw it into the spikes.

Before Level 3

SPOOL SWAMP

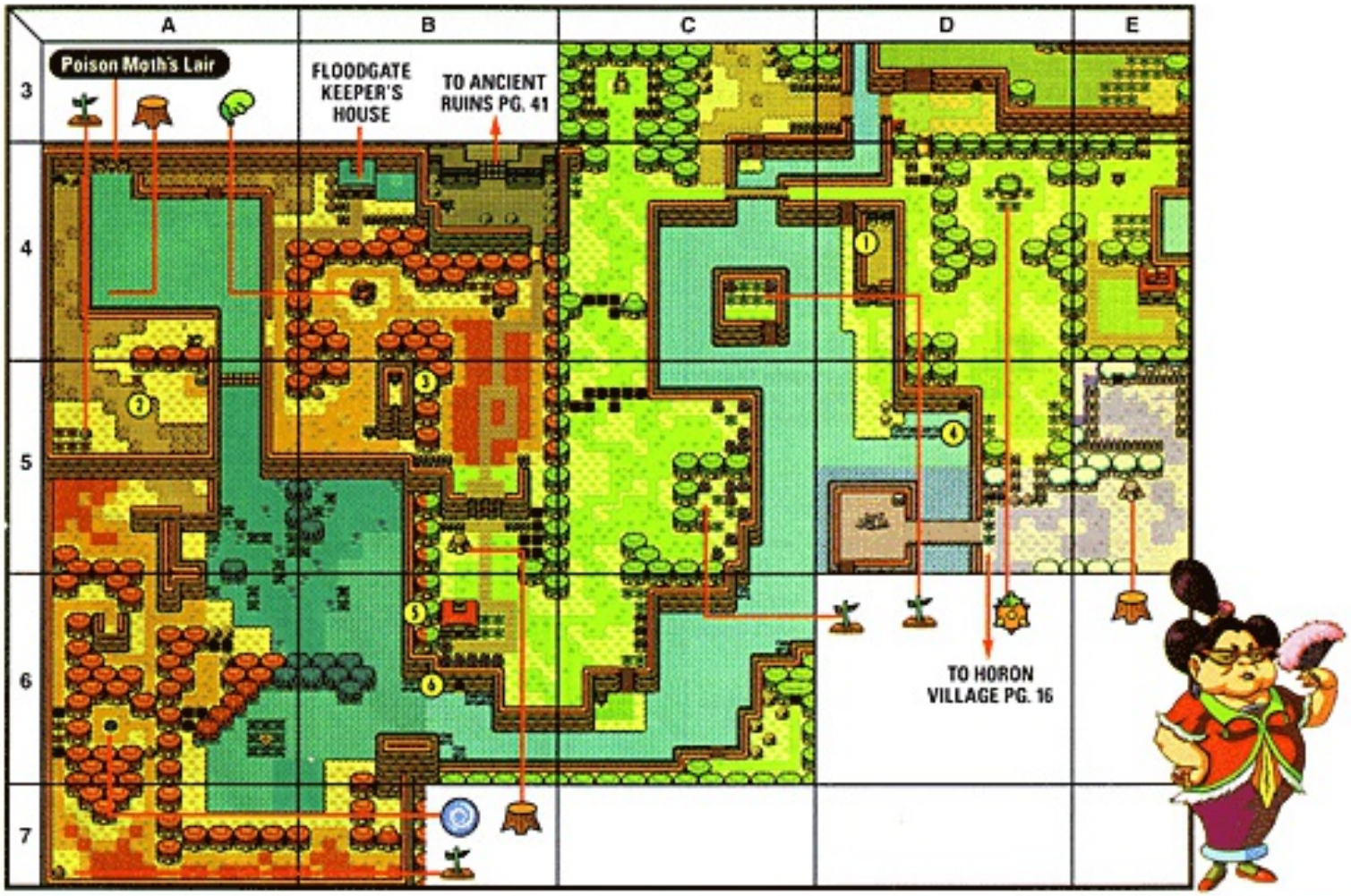
Southwestern Holodrum is a damp and dangerous place. You'll encounter a variety of enemies and at least one ally as you make your way through the area to Poison Moth's Lair. Use the Power Bracelet to move a blocking stone from the path in area D5 of the map to enter the area and start exploring.

Ricky's Request

When you cross the river, you'll encounter Ricky, a kangaroo-like creature, in a grove. Ricky has lost his boxing gloves to a bully named Blaino. If you can retrieve his gloves, Ricky will help you navigate the dangers of Spool Swamp. You'll find Blaino in his gym, in section E4 of the map. Blaino will give you the gloves if you can knock him out of the ring. Pay him some Rupees for the match and come out fighting. Draw Blaino to the edge of the ring, then make a move toward the center and hit him when his guard is down.

When you face off with Blaino, you'll win Ricky's gloves. Take them to Ricky to get a lift. Ricky can jump over one-hole gaps and to the top of short cliffs.

HOLODRUM: SPOOL SWAMP



Open the Floodgates

There is a warp to Subrosia in area A6. The only way to get there is to open the floodgates in the northwestern section of the swamp and let the water drain from the reservoir. Flip a switch in the Floodgate Keeper's House to get a key. Take that key through a tunnel that starts near the house and use it in area A5.

When you go underground, you'll hit a switch to make a bridge extend over water for a short time. Use Pegasus Seeds to cross the bridge quickly.

When the floodgate is open, you'll be able to ride Ricky, Moosh or Dimitri to the next Subrosia warp. If you have Ricky's Flute, you can call him and guide him along the blue path as shown. If you have a Strange Flute, you can find either Moosh (where the green path begins) or Dimitri (where the red path begins) and ride that pet to the warp.

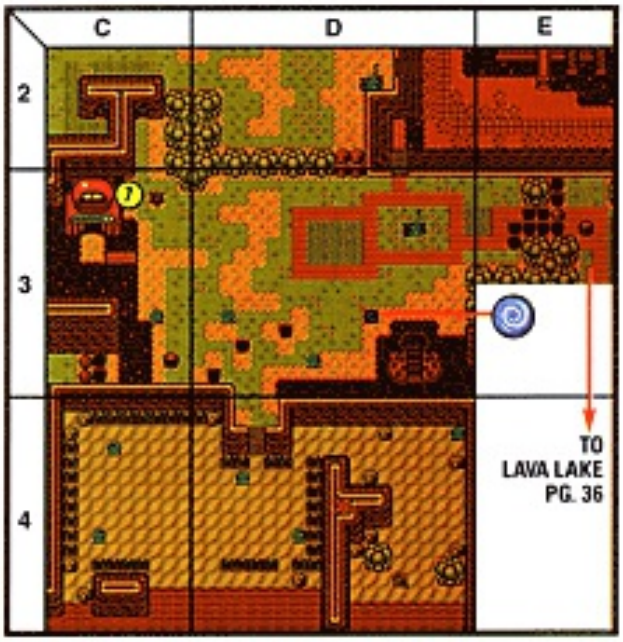
Searching for Summer

To reach Poison Moth's Lair, you must have the power to change the season to summer. When you reach Subrosia through the warp in Spool Swamp, you'll enlist the help of a special Subrosian to earn that power. Rosa, the girl who you followed to Subrosia from the Woods of Winter, is missing her ribbon. If you buy her a new one, she'll unlock the Tower of Summer.

Dig up a piece of star-shaped ore in Subrosia and use it to buy a bow. When you give the bow to Rosa, she'll unlock some doors for you.

After you visit the Tower of Summer in Subrosia, change the season to summer while standing on the stump south of the dungeon.

SUBROSIA: SUBROSIA SEASIDE



1 Hidden Help

You can reach a high bluff in the eastern section of Spool Swamp by changing the season to summer and climbing a vine. Burn a sapling on the bluff to reveal the entrance to an old man's cave.

2 Shield for Sale

A Deku Scrub on the western side of Spool Swamp will pop up from the ground when you approach it and will offer to sell you a new shield. The price is 50 Rupees.

3 Signboard Secret

Change the season to summer and climb a vine to read the sign on the high bluff in B5. You'll discover that a useful ring is nearby.

4 Autumn Swim

When you have Zora's Flippers and the power to change the season to autumn, you'll be able to reach the cave entrance in area D5 on the map. Pull up the blocking mushrooms and explore.

5 An Odd Exchange

Inga, a woman who lives at the edge of the swamp, is looking for a good scare. The Ghastly Doll will do the trick. If you give the doll to Inga, she'll give the Iron Pot to you.

6 The Deep End

After you've opened the floodgates, you can explore much of Spool Swamp, but a section at the south end is still too deep. When you have Zora's Flippers, you'll be able to explore the area and find a ring.

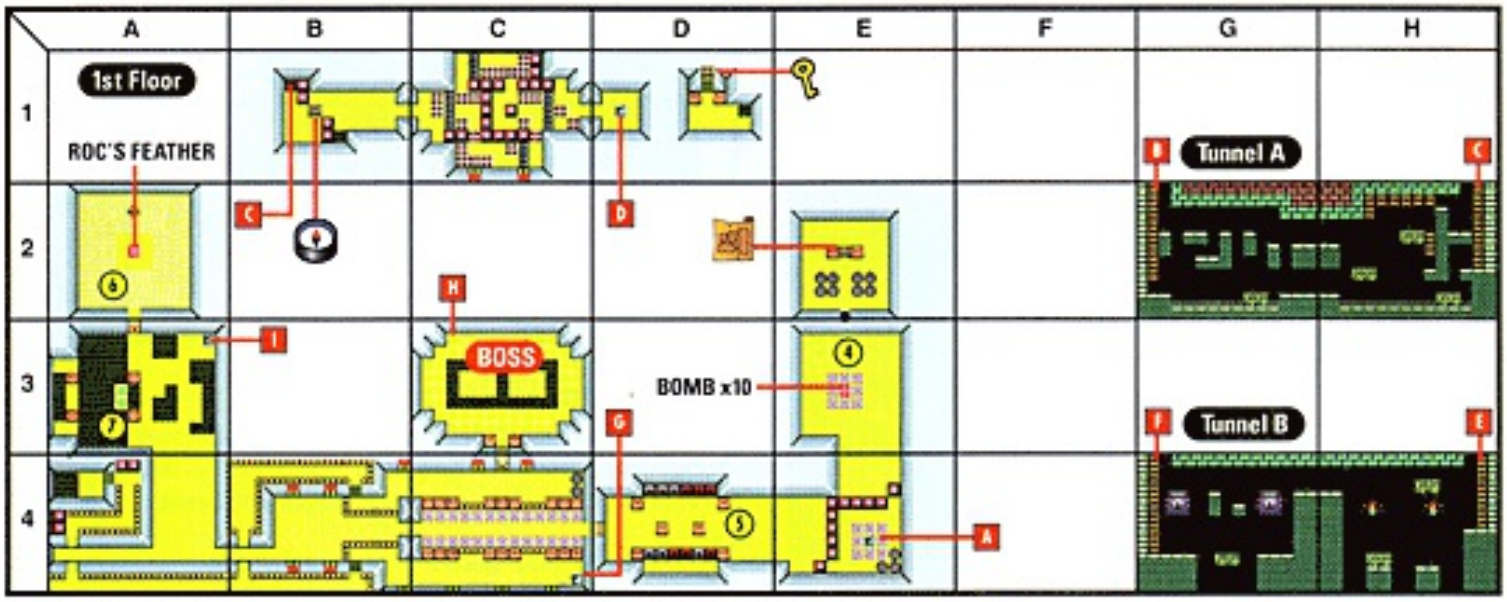
7 Underground Market

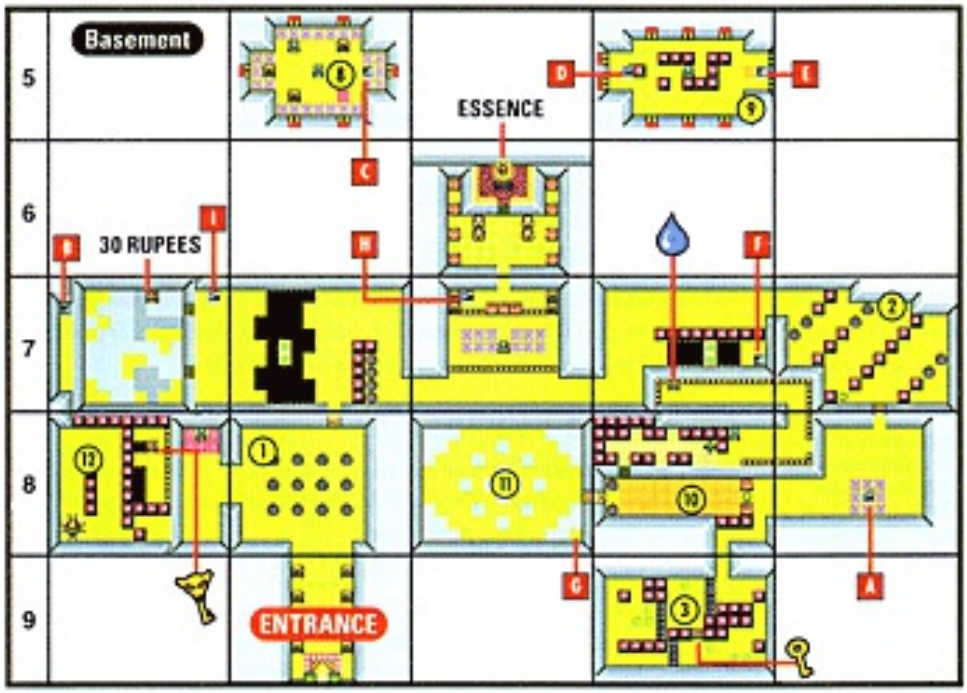
The Subrosia Market offers a number of helpful items for the underground adventurer, including a Piece of Heart and the Member's Card. After you've purchased a ribbon for Rosa, the shop will offer a bomb that expands the capacity of your bomb bag.

Level 3

POISON MOTH'S LAIR

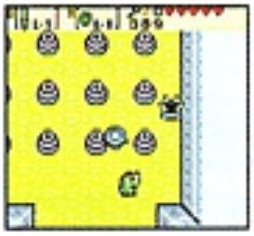
The Moth's Lair offers a hornet's nest of brutal enemies and deceptive traps. You can stay one step ahead of danger once you recover Roc's Feather, however. The critical item will enhance your adventure by leaps and bounds and allow you to battle the dungeon's namesake on its own turf—or lack thereof.





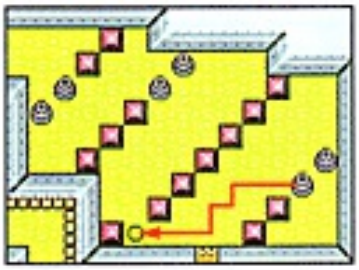
1 Flip You for It

Three Spiked Beetles patrol a room filled with pots, giving you your first opportunity to put your shield to good use. Bump them to flip them over, then slash them with your sword. The door will open after you defeat all three enemies.



2 A Jarring Experience

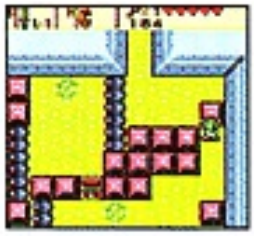
Defeat the hands with your sword then push pots to reach the door. You'll need to push a pot onto the switch to keep the door open.



Push—or smash—the pot on the far right so you can stand on the right side of the adjacent pot. Push the pot left and down until it sits on the switch, then go through the door.

3 Pushing the Boundaries

A treasure chest containing a key is unguarded in D9, but you'll need to push heavy barriers out of the way to reach it. Equip the Power Bracelet before you move the obstacles. When you reach a clearing, step out of the way to let a barrier slide past you. Avoid weak spots on the floor.

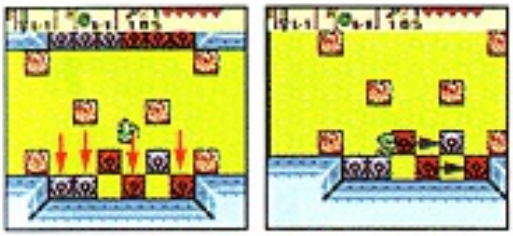


4 Vestigial Door

There are no cracks to betray the secret room next to E3, but a close examination of the floor will reveal its location on the upper-left side of the room. The bombs in the treasure chest should give you a pretty good hint about how to open it.

5 Situate the Statuary

The door will open only if you position the lower row of statues against the wall so it matches the upper row. Because you can push the statues forward only, you must avoid cramming the statues into corners. If you make a mistake, walk away from the statues. They will return to their original positions.



As indicated to the left, push four of the statues down, then shift the two movable red statues to the right.

Push the red statue down to open a path to push the blue statue to its proper place. The door to the next room will then open.

6 Fight for the Feather

A treasure chest containing Roc's Feather will appear after you destroy three enemies, a task made complicated by the shifting floor and a spinning Blade Trap. Run to the calm—and relatively safe—center of the room, then wait for the foes to come to you.

7 Controlled Falling

Once you have Roc's Feather, you'll be able to leap over narrow chasms in the floor. Use the new ability in A3 to reach a moving platform, then leap to the gap on the left side of the room to reach A7.

8 Big Bounce

In A7, take the stairs down to enter a tunnel area in G2. Your jumping ability will be put to the test as you hop between platforms to reach the ladder to B5. The trampoline will propel you to B1, where you'll find the compass.

9 Push and Pounce

After you push and jump through the barriers and spikes in C1, go down the stairs in D1 to D5. Push the trampoline to a marked spot by the stairs, then jump up to D1. You'll find a treasure chest containing a key.

10 Bound to Solid Ground

After you return to the basement via tunnel B, head over to D8—the booby-trapped hallway. Leap over the switch to prevent the floor from disintegrating, then open the locked door with your key.

11 I Admire Your Pluck

The burrowing minibosses in C8 will be invulnerable to attack until you yank them out of the water using the Power Bracelet. Grab the squidlike beasts, toss them, then slash them with your sword. Be careful—they hurl fireballs while they are still in the water.

12 Beware the Big Blade

Take the stairs from the miniboss room to reach the upper platform of C4. Leap across the gap in A4, then jump into the square chasm so you'll land in A8. Avoid the giant Blade Trap then shove the fifth block from the top into the chasm. Jump across the gap to reach the Boss Key. You can push the bottom block to exit the room.

Dungeon Boss
MOTHULA

Equip your sword and Roc's Feather, then enter the Boss Room through the locked door in C4. Leap onto either of the two platforms then slash at Mothula when it appears in the center of the room. As it circles, leap back and forth between the platforms to dodge the fireballs. When it comes to rest again, slash it with your sword.

Don't worry about falling into the pit beneath the Boss Room. You can always bounce back up. When you reenter the Boss Room, attack Mothula to make it drop hearts.

Before Level 4

SUNKEN CITY & GORON MOUNTAIN

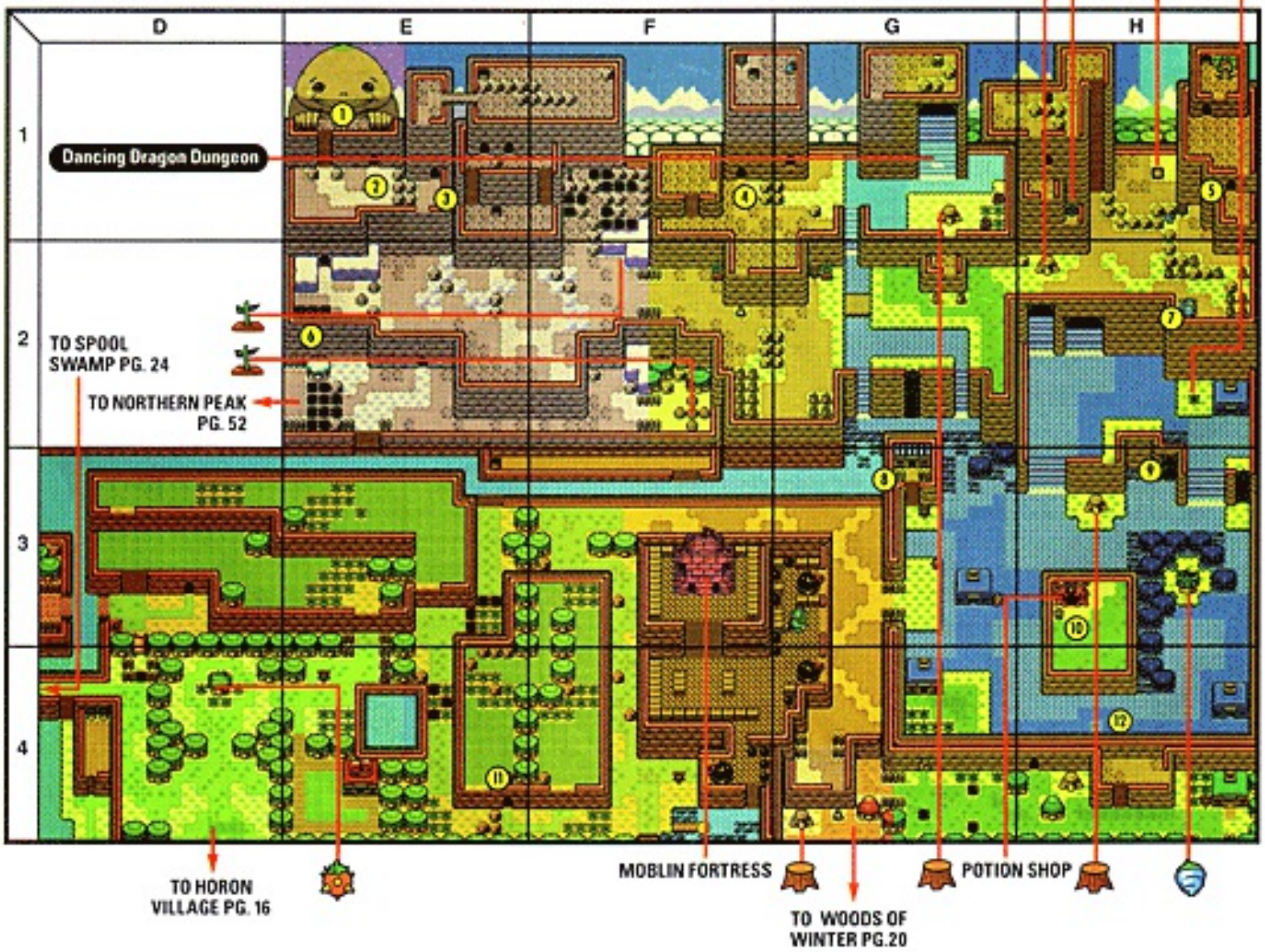
You have some soggy work ahead of you in the flood-ravaged regions of northeastern Holodrum. A friendly Dodongo will help you get your feet wet, but you'll be on your own once you learn how to swim. Don't get too accustomed to sea level, however—you'll need to do some mountain climbing to return to Subrosia.

Pick a Pet, Pick a Path

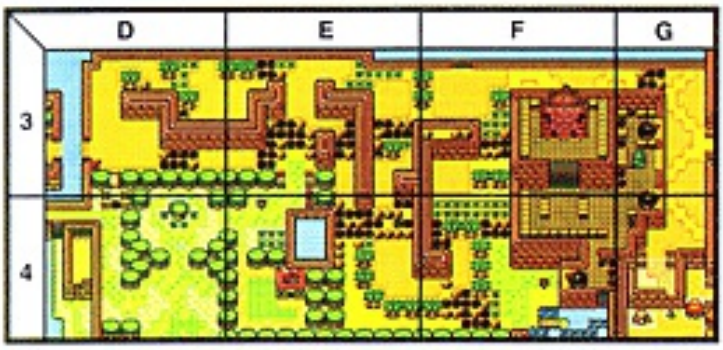
Most players will end up with Ricky as their pet and will take a route shown on the map below. If players end up with Moosh or Dimitri, however, the landscape will change to accentuate the creature's special abilities. Ledges that Ricky must jump over will be replaced by pits for Moosh and rough water for Dimitri.

You'll need to pass through a fallen tree to reach a bridge switch in D3 before you'll be able to hop across using Ricky. He'll take you up ledges on the way to Sunken City.

RICKY'S ROUTE TO SUNKEN CITY AND GORON MOUNTAIN

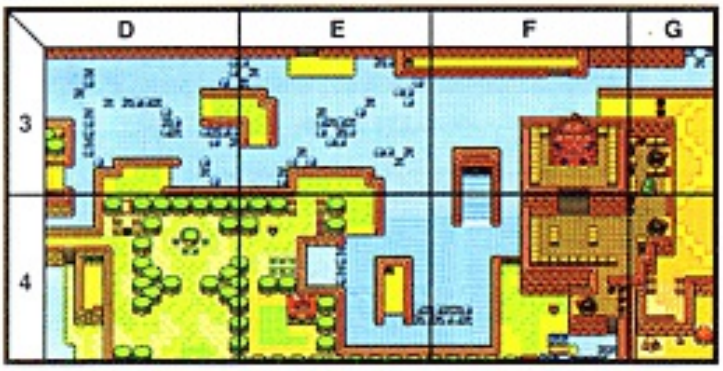


MOOSH'S ROUTE TO SUNKEN CITY



Moosh can negotiate the tricky pits that line the route to Sunken City. Don't waste time hovering—keep hitting A then steer through the turns.

DIMITRI'S ROUTE TO SUNKEN CITY



Dimitri will have no trouble paddling through the strong currents on the way to Sunken City, but don't try swimming the route yourself.

Your New Comrade, Dimitri

Dodongos can be fearsome opponents—as you've already discovered—but they can be even more formidable friends under the right circumstances. Dimitri will be in trouble when you meet him on a small patch of land in G4. Once you disperse a group of bullies who are tormenting him, he'll let you ride him around the waterways of Sunken City. He can take you up waterfalls so you can enter two caves on the side of the cliff.

The powerful Dimitri can paddle up waterfalls and bite any enemies that get in your way.

Testing, One-Two-Three-Four

The waterfalls in H2 lead to two caves on the side of the cliff. Enter the wide cave opening to meet with a Master Diver in search of a worthy apprentice. He'll ask you to prove yourself in the cave next door. Push the stones together, then hit them with a spin attack. The diver will give you Zora's Flippers when you return to him.

Remember to collect the Master's Plaque from the treasure chest before returning to the diver. It proves that you passed his test.

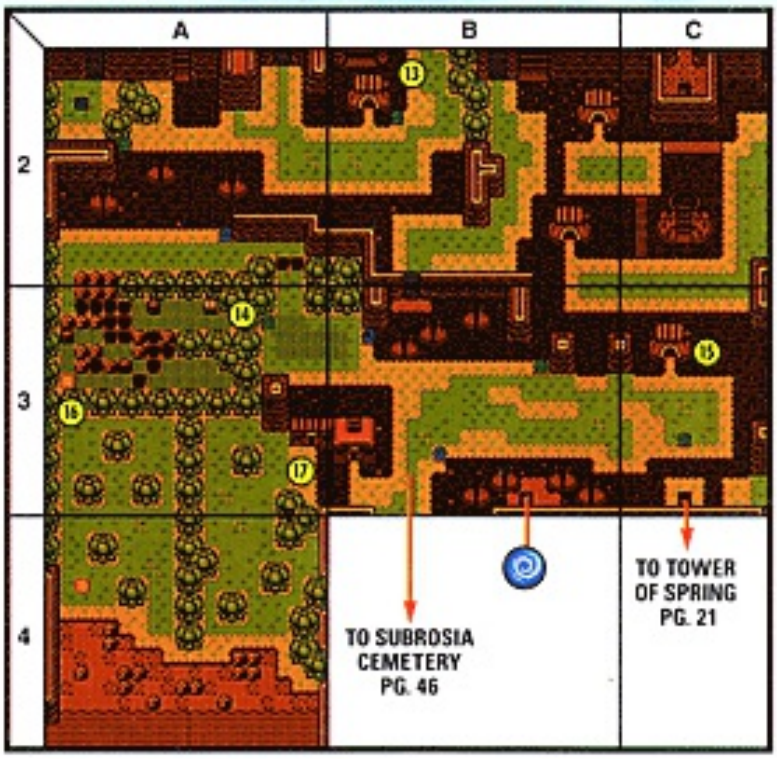
Progress Swimmingly

Zora's Flippers will transform you from a floundering landlubber into a deep-sea diver. Submerge by pressing B near the reefs in G3, then swim through a side-scrolling underwater area. You'll emerge in G2, where you can climb the vines to the base of the mountain. Talk to Moosh, climb the long stairway, then fall into the Warp Portal.

There's no time limit while you're underwater, but you will have to defend yourself against dangerous fish. Swipe them with your sword.

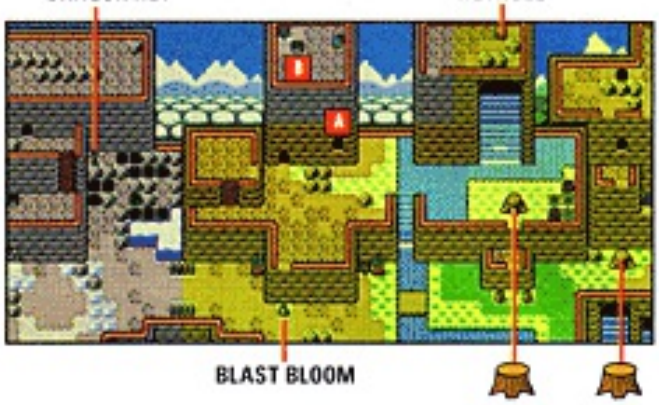
Moosh wants a Spring Banana, and he won't be very helpful until you find him one. For that, you'll need the power to change the season to spring, which you'll get in Subrosia. Use the warp in H1.

SUBROSIA: THE TREASURE GROVE



Lotsa Leaping

Reinvigorated by a Spring Banana, Moosh will take you wherever you want to go. Your immediate goal is getting the Dragon Key on the other side of three pits. Use Moosh's flying ability to reach the key, then change the season to spring to open a nearby Blast Bloom. Use the bloom to shoot up to a ledge, then turn the season to winter. The snowpack that appears will allow you to enter a cave. Go through the cave then exit on a higher ledge, where a Cucco will take you to the opposite ledge. Insert the key in the keyhole to stop the waterfall, then change the season to summer to enter the dungeon.



Feather Follies

After entering Subrosia through the warp hole, you'll need to jump over a lava pit using Roc's Feather. When you drop the item during your landing, a couple of Subrosian opportunists will pick it up and make tracks. Put a tail on them until they think they're safe, then watch while they bury their booty. Use your shovel on the fresh soil to recover the quill.

Make sure the two thieves don't see you while you follow them. You'll have to start over if they spot you.

Clearing the pits on the way to the Dragon Key is tough—even for Moosh. You'll need to plan your jumps perfectly to make it.

Use the Cucco on the ledge the same way you used the one near the Spring Banana Tree. The keyhole is on the opposite ledge.

Blue Cucco Airlines

After you get Roc's Feather back, make an easy leap to the Tower of Spring entrance in C3 then upgrade the Rod of Seasons. Return to Holodrum then change the season to spring. You'll be able to cut the plants that block your way to the Blue Cucco. Equip your Power Bracelet, grab the bird then repeatedly press A to fly to a ledge.

The ledge above the Blue Cucco's roosting place leads to the Spring Banana tree. Swat it with your sword to harvest its fruit.

① How Do You Spell Relief? L-A-V-A

Pick up some Lava Soup from a Subrosian cook before you visit Biggoron on the mountaintop. The immense rock-eater has a bad cold, and the molten soup is the only thing that can cure him. In return, he'll give you a beautiful vase.

② Bombing Run

You'll need Roc's Cape before you'll be able to reach a treasure chest tucked away in a corner of Mt. Goron. The rocks blocking your access to the chest are cracked, so a few well-placed bombs will allow you to grab the treasure: an upgraded Armor Ring.

Enter cave J, climb one staircase inside, then exit cave H. (Climb a second staircase to exit cave C.) Use a bomb to open cave I, enter the cave, climb the stairs, then exit Cave G. Climb the eastern stairway to cave F, enter the cave then climb the stairs. Defeat the enemies outside cave E, cross the bridge then jump off the ledge to cave D. The Goron inside the cave will upgrade your Ring Box.

3 No Goron Is an Island

Getting to the solitary Goron in a mountain cave is troublesome but worth the effort. He'll reward you by upgrading your Ring Box. Enter a cave at the base of the mountain, climb stairs, exit the cave then go east to open another cave entrance with a bomb. Keep climbing stairs until you reach two Wolf Warriors on a ledge. Defeat them, cross the bridge then drop down to the cave entrance.

4 Wake-Up Call

The cat owner in Horon Village won't need his megaphone anymore after you give him a fish to lure his pet out of a tree. Use it to wake up a heavy sleeper. He'll give you a mushroom for the service.

5 Ring around the Ring

There's more on the mountaintop than a Spring Banana Tree. Hop down to the lower cave entrance, then try your luck at leaping from a swiftly circling platform. Stomp the switch on the left side to make a ring appear on the right side. Remember to equip Roc's Feather.

The Blue Cucco can take you back up to the top of Mt. Cucco whenever you like. Time your leaps carefully to reach the switch and the ring.

6 Hush Money

A withered tree hides the entrance to an old man's hiding place. Use an Ember Seed on the middle tree to reveal the staircase down to the chamber. If you promise to keep silent, he may give you some cash.

7 Bull Market

After Moosh moves his large posterior off of a Deku Scrub's place of business, you'll be able to buy a shield for 50 Rupees. It can be a lifesaver if you've had a run-in with a with a shield-swallowing Like Like.

8 Valuable Vase

Ingo collects fine quality vases from all over Holodrum. The finest vase in the land is beyond his reach, however, because Biggoron won't sell it. If you bring him the vase, Ingo will give you the fish he was planning to eat for dinner.

9 Spelunk for a Seed

Climb the vines on a cliff to reach a cave entrance in H3. Once inside the cave, you'll have easy access to a treasure chest containing a Gasha Seed.

10 She's Sweet—for a Witch

Syrup the witch will give you a Wooden Bird if you can scare up a mushroom for her. Change the season to winter to reach her shop in Sunken City. You can come back whenever you want to buy potions.

11 Song of the Scrub

A cave-dwelling Deku Scrub has a song in its heart and seeds in its pockets—or whatever Deku Scrubs have instead of pockets. If you listen to the Scrub's singing, it will fill up your Seed Satchel.

12 Dive to Dry Land

A small area of deep water in H4 leads to a cave in the Woods of Winter. Drop down the waterfalls to a treasure chest that holds a Gasha Seed.

13 Lava's On!

A cook in Subrosia would love to whip up a pot of underworld-famous Lava Soup—if she had a pot. If you've picked up the Iron Pot in your travels, you can help her fire up her volcanic victuals.

14 Colorful Component

Return to A3 in Subrosia once you have the Magnetic Gloves—they'll allow you to cross a pit in front of a treasure chest. The Blue Ore inside the chest is an important component of Hard Ore, which you'll need to upgrade your shield.

15 Inside Seed

Don't forget to stop by the house opposite the Tower of Spring entrance in Subrosia. Once inside, you can jump to a Gasha Seed in the corner.

16 You Dig the Ring

By using your Magnetic Gloves, you can reach a patch of fresh dirt near where you found the Blue Ore. Dig up the patch with your shovel to uncover a ring.

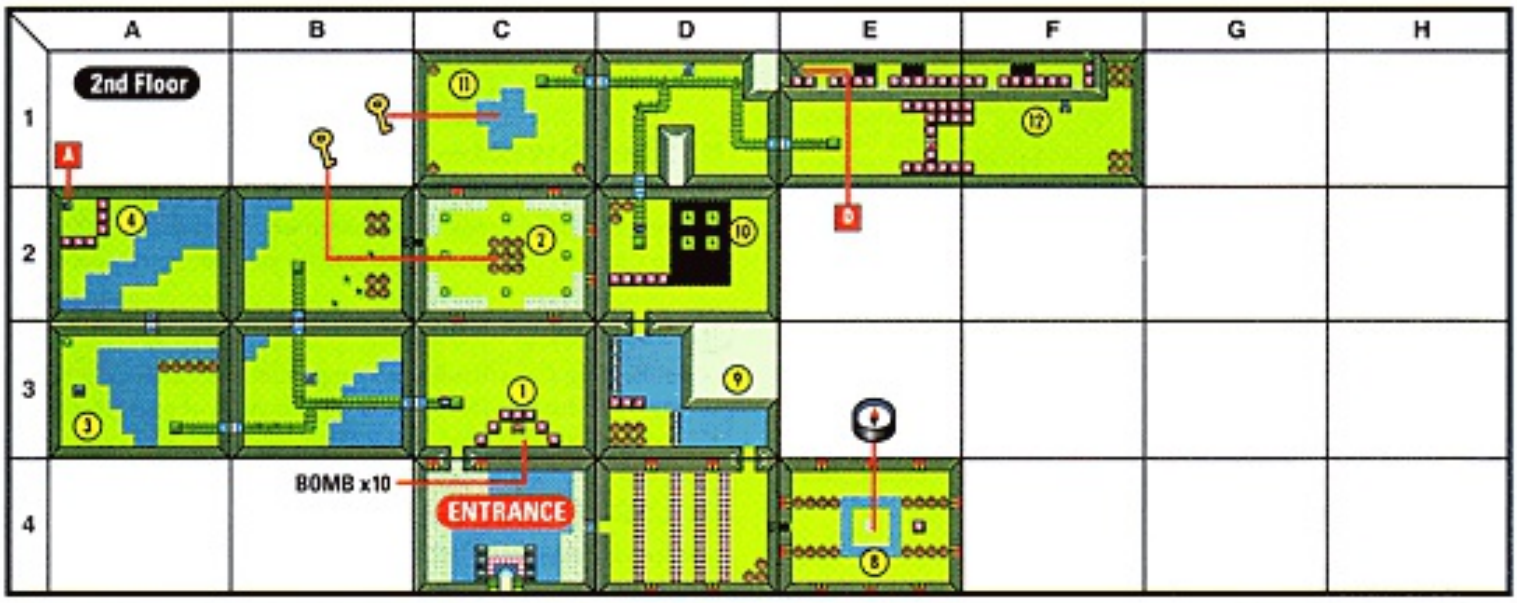
17 Track Them to the Treasure

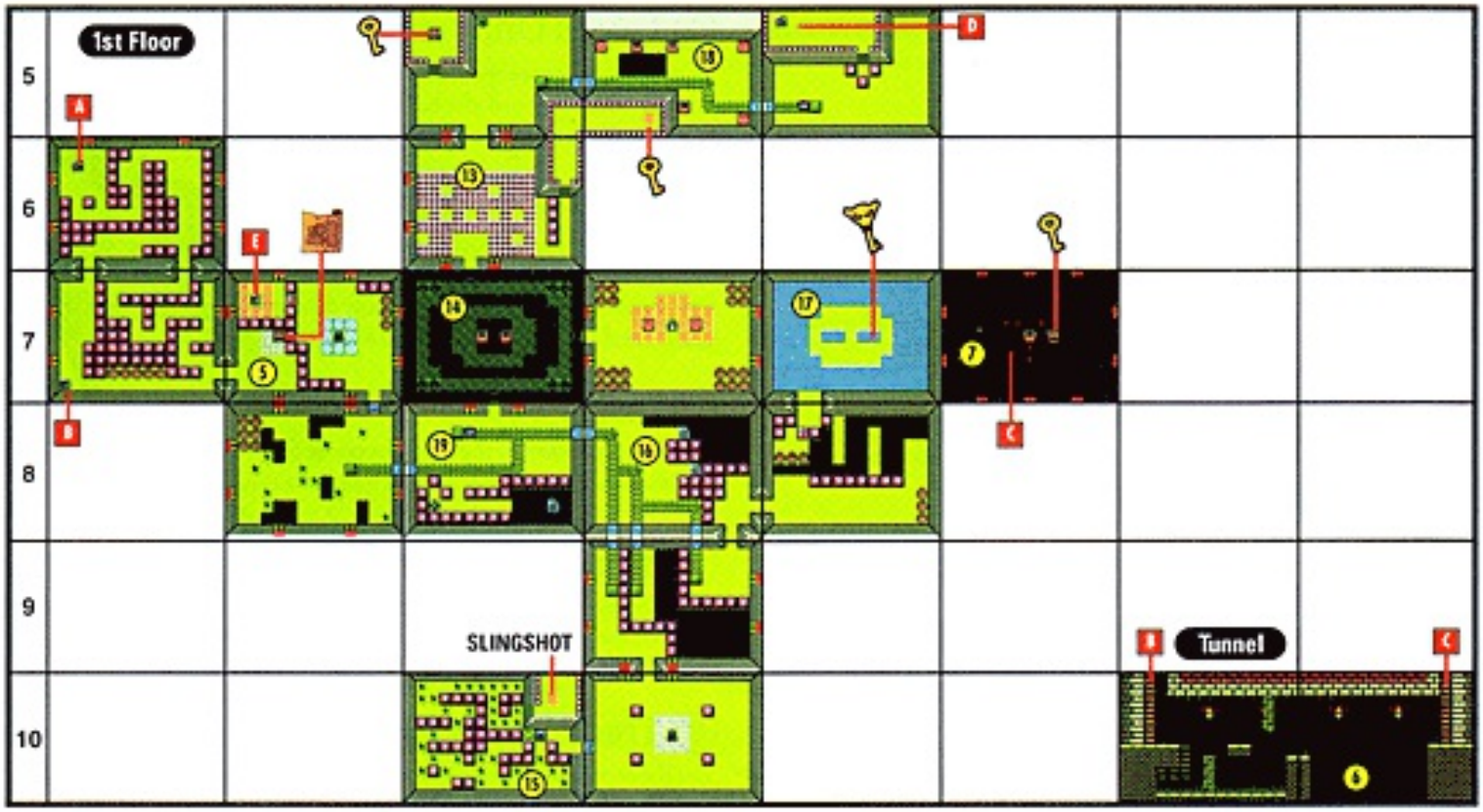
You'll discover that the thieves who took Roc's Feather are still up to no good. Follow them as you did before, then dig in the spot where they leave their treasure. You never know what you may find down there.

Level 4

DANCING DRAGON DUNGEON

Despite the dungeon's name, you won't find any dragons inside it—and you definitely won't be doing any dancing. You will find plenty of perplexing puzzles, some new enemies and an important new item. The Slingshot will allow you to activate switches and light torches from a distance.





1 Mediocre Treasure

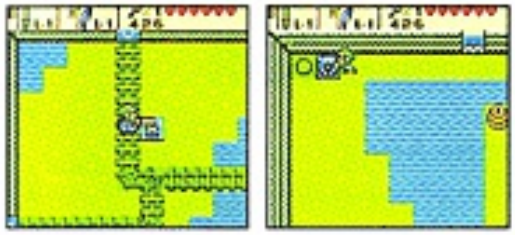
The first open room in the dungeon contains two hooded enemies, a treasure chest and a mine cart. The treasure is a bunch of bombs. Hit the switch as you ride the cart through the next room. You'll disembark in a room with a cracked wall that you can blast open with a bomb.

2 Juxtaposed Jars

Eight switches. Nine jars. You'll need to remove two jars using the Power Bracelet so you can push the remaining seven into position on top of the switches—leaving you one jar short. Step on the final switch yourself to make a key drop down from the ceiling.

3 A Different Track

Hop back in the mine cart in B2, which will send you back to B3. Hit the track switch again with your sword as you pass through B3 to redirect the car to A3. In A3, you'll need to push a statue onto the switch in the upper-right corner of the room. Proceed through the open door, then watch out for a gang of spiderlike Water Tektites.



You'll need to hit the track switch while you're moving through B3. If you miss, you'll need to make a couple of side trips.

4 Trouble Downstairs

Push the blocks in the upper-right corner of the room so you can descend the stairs. There are two different ways to push the blocks and open a path, including the method shown to the right.

5 March to the Map

A short maze on the first floor connects two rooms in A6 and A7. Equip your sword and Boomerang, because the area is infested with flying Keese and Anti-Faeries. Enter a small room in B7 then pop the treasure chest. It contains the Dungeon Map—a useful item, considering this dungeon is much bigger than the previous three.

6 Terra Infirma

If you descend the staircase in A7, you'll emerge in a tunnel that begins with the usual assortment of spikes and moving platforms. The second portion of the tunnel in H10 offers a brand new kind of headache, however. The ghostly platforms will disappear and reappear at regular intervals. Follow the path illustrated below.

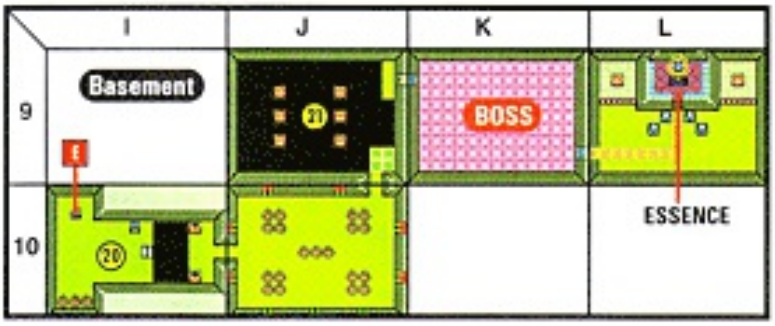
Walk across the first platform, then make two quick diagonal jumps to the right then left. Make a big jump up and to the right.

Wait as long as possible on the platforms before you jump. It often takes a moment for the next platform to appear.

7 Temporary Torch

You'll exit the tunnel in F7, a dark room with a torch that stays lit for only a few seconds. Even in the dark, you should be able to make out the narrow walkway that leads to the treasure chest.

You can shorten your route and limit the danger by pushing a stone adjacent to the stairs and the treasure chest. Equip Roc's Feather so you can leap over the gaps.



8 Rumpus for the Compass

Stun the skeletal Stalfos warriors with your Boomerang, then beat the bony baddies—as well as the pesky bats—with your sword. Only after you've secured the room will you be able to slide the block that summons a chest. The compass is inside it.

9 Pool Toys

Because a pool of water would be ineffective in discouraging dungeon interlopers, spiked cylinders were added as an extra nuisance. Dive below the rolling obstacles just before they reach you to pass under them unscathed.

10 Puny Platforms

You'll need to jump between platforms to get across the chasm in D2. There's a twist this time around, though. If you stand on the platforms too long, they'll crumble under your feet. The feat is easier if you clear the room of enemies before you jump.

11 Key Splashdown

Make a return trip from E1 on the mine cart, then hit the switch in D1 so you'll end up in C1. A couple of Like Likes and a Water Tektite are all that stand between you and another key. Defeat them to make the item fall into the puddle in the center of the room.

It's probably wise to pick up the key before you continue in the dungeon. You'll need it downstairs.

12 Triple Jump

Equip your Pegasus Seeds and Roc's Feather for a mad dash across the upper platform in E1 and F1. You'll be able to jump over the wide pits in the hallway leading to the stairs. The room downstairs is patrolled by a few Gels and an aggressive Stalfos. Equip your Boomerang and sword before you push your way into the room.

Use your Boomerang and sword to take out the shrouded Stalfos warriors, then switch to Pegasus Seeds and Roc's Feather to jump over pits.

You'll be vulnerable after you push the stone into the room in E5. Have your sword at the ready.

13 Tetanus Attack

The mine cart will take you into a room where you'll face two sword-wielding Stalfos warriors and an Anti-Faerie. Eliminate them then open a treasure chest on the upper level of the room to retrieve a key. In C6, destroy two Anti-Faeries then leap between open squares on the ground to avoid the spikes.

The Boomerang is the only weapon that is effective against Anti-Faeries. Get rid of them before you cross the room.

14 He and His Shadow

The miniboss in C7 can be a very tough foe if you don't know its secret. When it attacks, three enemies will appear in one of three configurations. Only one of the enemies is your flesh-and-blood attacker, but all three will hurl equally damaging fireballs that seek you out. You must light both torches with Ember Seeds then attack the enemy with a shadow beneath it. Wait for both torches to go out before you light them again.

Light the torches then seek out the attacker with a shadow. Pick your attacks carefully. Don't attack unless your target is close to you.

15 Sprint to the Sling

In C10, a treasure chest will appear after you push a statue onto a switch—and the floor will start disappearing, section by section. Equip Pegasus Seeds so you can run through the short maze to the platform with the chest containing the Slingshot. Have your sword handy, too. You'll need it to swat batlike Keese out of your way.

Pop a Pegasus Seed then run like the wind. The Keese may try to slow you down—if you don't stop them first with your sword.

16 Remote Switching

Ride the mine cart back to C8, equip your Slingshot then hop back in to ride through D8. Fire a seed at each switch as you pass through the room. You will divert the car to a platform in D9, where you'll have access to another room in E8.

17 No Boss Key? That's the Pits

Three tricky leaps and a locked gate separate you from the Boss Key in E7. Once again, use a combination of Roc's Feather and Pegasus Seeds to make longer jumps. Enter the flooded room, defeat the enemies then dive into the pit on the right-hand side of the island.

Press B to dive for the Boss Key. To avoid the big gaps on the way back, push a pot out of the way.

18 Moving and Targets

The targets are stationary. You'll be the one moving—in a mine cart from E5 to C5. Launch Ember Seeds at the torches with your Slingshot to make a treasure chest appear on a platform in D5. You can reach the chest by entering the platform area through C6. Open it to get another key.

It's easy to miss the hallway on the right side of the room in C6. If you've lit the torches in D5, you'll find a treasure chest on the platform.

19 Piercing Gaze

The mine cart in C8 can take you to B8, but first you'll need to push a block in front of a Blade Trap and activate a switch with your Boomerang. Be on your guard once you reach the next room—three Wizrobes will immediately attack you. Defeat them to open the door, then avoid the Laser in the next room to reach a locked door.

Trap the Blade Trap behind a stone so it can't move horizontally, then activate the track switch with your Boomerang.

If you stand near a Wizrobe at a diagonal angle, it won't be able to hurt you. If the spinning Laser sees you, it will definitely try to hurt you.

20 Bridge Fire Power

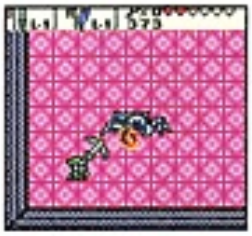
Go downstairs from B7 to I10, then eliminate the Anti-Faerie and Wizrobes in the room. Light the torches by firing Ember Seeds at them with your Slingshot from across the gap. A bridge will appear, allowing you to reach J9 through J10.

21 Magic Panel Ride

The moving floor panel pauses long enough by the two doors in the room for you to jump safely on and off. The Keese in the room are the bigger problem. Slash through them with your sword if they get too close to you.

Dungeon Boss
GOHMA

Gohma the waddling crab has a two-stage attack that will require you to adjust your equipment. Equip your sword and Roc's Feather when you first enter the room, so you can slash the boss's claw and also dodge it. Swap the feather for the Slingshot once the claw is destroyed, so you can shoot Gohma in the eye to defeat it.



Roc's Feather makes it easy to evade claw attacks, but your best defense is to stand just above and to the left of the boss. Slash at the claw, then move back to safety.

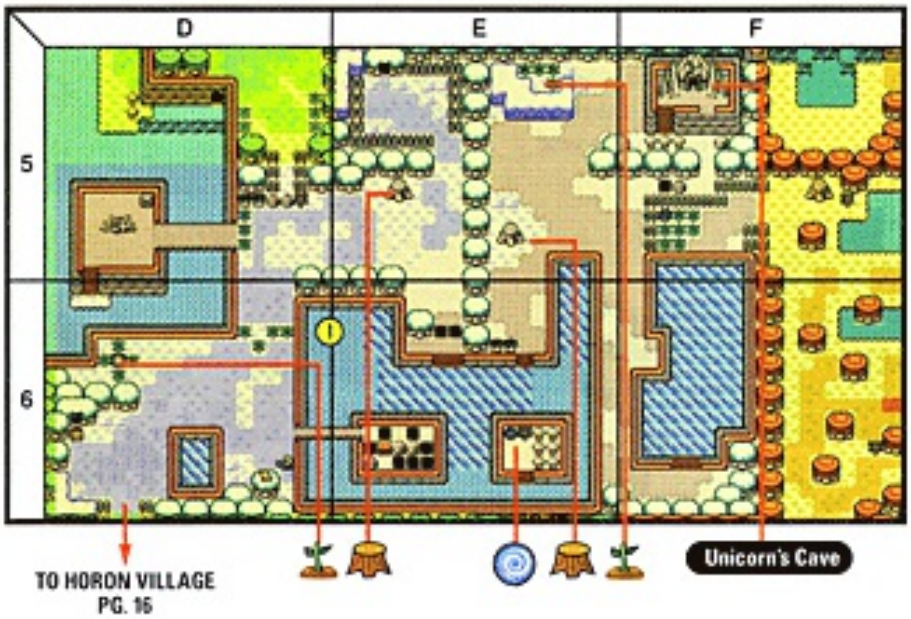
Use your sword to slash the fire creatures that Gohma spews at you. They often leave hearts behind. When Gohma's eye opens, launch a seed at it.

Before Level 5

EYEGLASS LAKE

The power of the Rod of Seasons is almost fully realized. All that remains is the ability to call the forces of autumn. You'll gain that ability during another trip to Subrosia. With that power, you will be able to fill holes with leaves, move blocking mushrooms out of the way and reach the fifth dungeon.

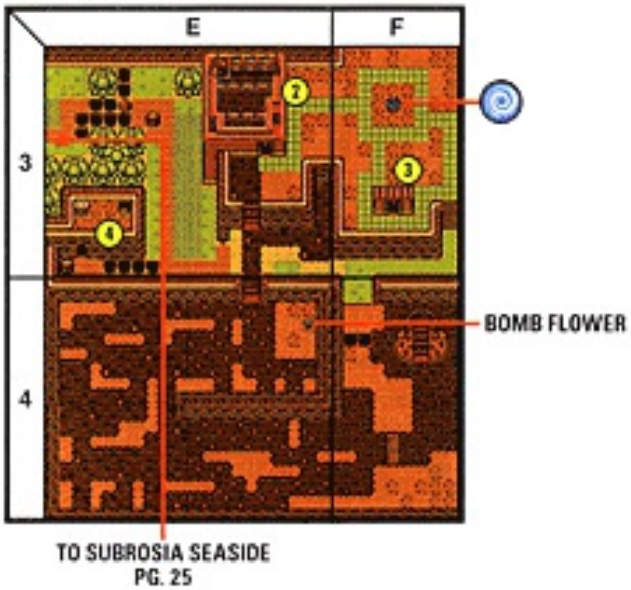
HOLODRUM: EYEGLASS LAKE AND VICINITY



Subrosia Bound

The Maku Tree will tell you that Eyeglass Lake is a point of interest. When you swim to the middle of the lake, you'll know why. A warp to Subrosia sits on the right "eye" (section E6 on the map). After you enter that warp, you'll land in northeastern Subrosia, just north of Lava Lake. When you go there, you'll find what you need to enter the Tower of Autumn.

SUBROSIA: LAVA LAKE



Explosive Solution

From the warp in section F3 of the Subrosia map, travel south to Lava Lake and search for a Bomb Flower while leaping over dangerous lava veins. With the volatile plant in your possession, there's only one place to go—the Tower of Autumn.

Hop over molten rock in Lava Lake and search for the Bomb Flower. When you have the prize, move on to the Tower of Autumn.

When you give the Bomb Flower to the Subrosian near the blocking rock, she'll plant it and destroy the rock, giving you tower access.

Enter in Autumn

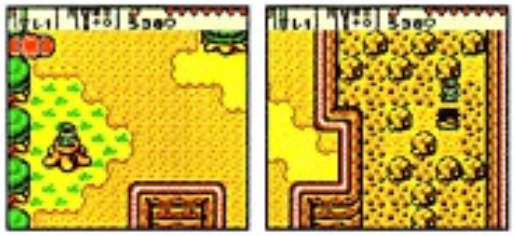
The entrance to Unicorn's Cave, the resting place for the fifth Essence of Nature, is normally blocked by immovable rock mushrooms. In autumn, though, the mushrooms are ready for harvest. Change the season to autumn in section E5 and clear away the fungi in section E6.

You can travel west on the path that is blocked by a rock and a hole by picking up the rock and jumping over the hole. That's the best way to leave the dungeon.

Solve Puzzles with Seasons

The power of autumn makes the Rod of Seasons complete. You can use its ability to uncover treasures and overcome obstacles. Often, the trick is to recognize a place where the characteristics of a particular season would help you advance and then to find a stump in the same seasonally affected area. The examples below show the power of the seasons in action.

When you change the season to spring on the stump in area A4 of the map, you can find a Piece of Heart in the middle of a whirlpool current in section A6.



The lake in section F6 dries up during the summer months. When you explore the lake bed, you'll find a tunnel that leads to a Piece of Heart.

In autumn, some holes are filled with leaves. When you bring on the fall in the area north of Horon Village, you'll be able to cross filled holes to a Gasha Seed.

Winter creates frozen water and snow. When you cause winter's arrival in F8, you can cross a snowdrift in F7 and collect a Piece of Heart.

① Sunken Treasure

For most of the year, a cave entrance on the north end of Eyeglass Lake is covered by water. If you change the season to summer, though, the lake will dry up and expose a weak wall. Drop down onto the lake bed and bomb the wall. That will give you access to the cave, where you can collect the contents of a chest.

Blast open the cave in section D6 of the Holodrum map during the summer. You'll find a jewel that is worth 100 Rupees.

② Build a Better Shield

Subrosians know their metals. When you collect the special Red Ore and Blue Ore with the Magnetic Gloves that you will earn in Unicorn's Cave, take those rock samples to the Great Furnace in section E3 of the Subrosia map. The Subrosians there will create Hard Ore from the samples. Take that to the Subrosia Smithy in section B2. He'll use the rock to create the Iron Shield.

Aided by the power of the Magnetic Gloves, you will be able to cross wide gaps in two parts of Subrosia to find rare iron treasures.

Turn Red Ore and Blue Ore into Hard Ore in the Great Furnace. Then have the master smithy shape the rock into the Iron Shield.

③ Sign-Loving Subrosian

You might not have realized that somebody makes those signs that are scattered throughout Subrosia and Holodrum. You'll find that sign maker in the Lava Lake area of Subrosia. He'll give you a Magic Ring if you've broken 100 signs.

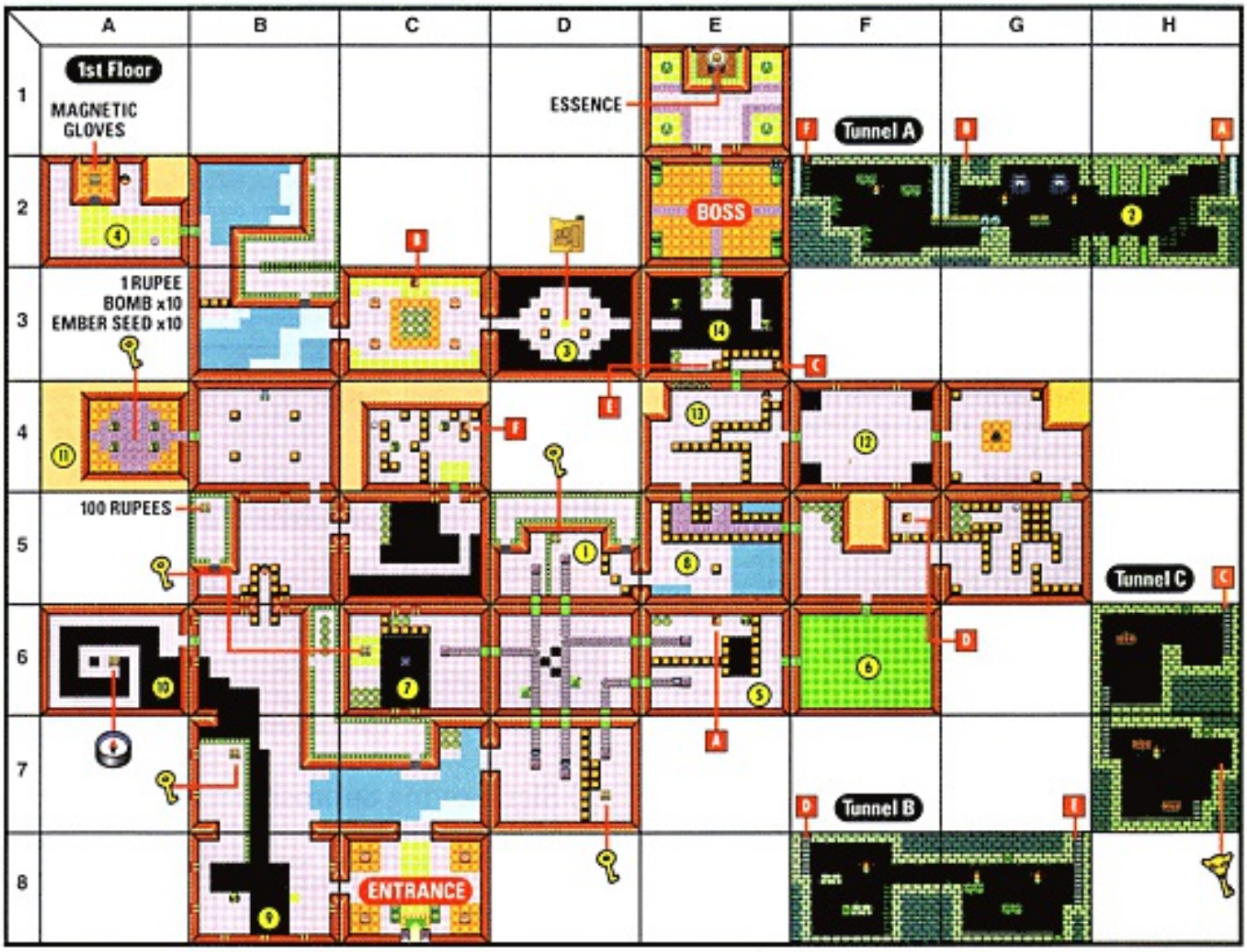
④ Red Ore Retrieval

Even with the speed granted you by a Pegasus Seed, you can't clear the four consecutive holes in area E3 using Roc's Feather. When you get the Magnetic Gloves from Unicorn's Cave, you can use them to cross the gap and get the Red Ore.

Level 5

UNICORN'S CAVE

With four of the Essences of Nature in your possession, you have four more to collect. Your search takes you to Unicorn's Cave, a dungeon full of deadly drops and equally dangerous creatures. You'll get help against both of those hazards from the dungeon's Magnetic Gloves.



① Ride the Rails

The first key that you'll find is in room D5. Make your way from the entrance to D7, hop into the second mine cart that you see and hit the switch while you ride. You'll end up a few steps from the key.

② Take the Tunnel

Ride the mine cart to room E6 and make your way to tunnel A. Be sure to avoid fireballs while you jump over the pipes. Also, trick the large traps into falling so that you can use them as platforms. Take the first exit—to room C3.

③ Map Melee

From C3, go east to D3 and fight off the dungeon creatures. You'll have good luck against them if you stun them with your Boomerang and finish them off with your sword. When the fight is over, you'll win the Dungeon Map.

4 Magnet Magic

It's easy to get into room A2, where you will find the Magnetic Gloves, but it's a little tricky to get out. The switch on the floor triggers the door, but the door stays open only when a heavy object is resting on the switch. Use the gloves to roll an iron ball onto the switch.

5 Polarity Pull

You'll find many short metallic objects marked with a letter, like the one in room E6. You can use them in combination with the Magnetic Gloves to cross gaps. If the polarity of the gloves is opposite that of the object, you'll fly to it. If it's the same, you'll fly away from it.

6 Catch a Syger by the Tail

The Unicorn's Cave miniboss is a saber-toothed tiger called Syger that can roll up into a spiked ball. The tiger's only vulnerable spot is the tip of its tail. Jump over the tiger ball as it rolls toward you, power up your sword and hit Syger's tail when it momentarily stops moving. You should be able to tame the beast quickly.

Use Roc's Feather to leap over Syger when it is in ball form. When it stops, hit the end of its tail with your powered-up sword.

7 Mid-air Turn

From the miniboss room, warp to the dungeon entrance and make your way to room C6. There's a metallic turnstile in the middle of the room's wide gap. Use the Magnetic Gloves to fly over to the turnstile. After you turn 180 degrees, repel from the turnstile to the other side of the gap.

8 Magnet Manipulation

Late in your quest, you'll pass through the north part of room E5 on your way to the Boss Key. You can prepare for that by opening the door early. Push a block to make an iron ball appear, then use the gloves to move the ball onto the door switch.

9 Key Move

There's a dungeon key in room B7. You can retrieve the key by using the Magnetic Gloves. Go west from the entrance to room B8, cross over the gap to the west side of the room with the gloves and head north to find the key. Those gloves are very handy!

10 Balancing Act

If you don't go against the flow, the shifting floor surface on the narrow passage in room A6 will carry you into the gap. Use the speed of a Pegasus Seed for more pull. The compass is the payoff.

11 Statue Stumper

The Armos Statues in room A4 are the key in a tricky puzzle. Wake them up and defeat them, one at a time. When the treasure chests appear where the statues were, open them in the same order in which you defeated the corresponding statues. You'll earn a key.

12 Attract and Defeat

You can pull the flipping and floating enemies in room F4 toward you by using the Magnetic Gloves if you wait until their polarity is opposite the polarity of the gloves. When you defeat them all, you'll gain entrance into the east side of room E4.

13 Magnetic Shield

If you've used the Magnetic Gloves to move the iron ball in E4 to near the center of the room (via room F4 access), you'll be able to draw the ball to you when you enter the room from E5. Use it as a shield against the room's fire hazard.

14 Dungeon Boss Bound

After you collect the Boss Key in tunnel C, you'll be ready to take on the dungeon boss. Go through Tunnel B, from F5 to E3, and use the Magnetic Gloves to get to the Boss Room door.

Dungeon Boss
DIGDOGGER

By now, you've learned that any tool that you find in a dungeon will be instrumental in fighting that dungeon's boss. You can steer the giant spiked ball into Digdoger with the Magnetic Gloves. After you hit it several times, it'll split up into many small creatures. Hit them quickly with either your sword or the spiked ball.

Move the spiked ball with the Magnetic Gloves so that it collides with the enemy. When the enemy is stunned, try to hit it again before it can move.

Before Level 6

TARM RUINS & LOST WOODS

The fully realized Rod of Seasons is instrumental in your search for the Ancient Ruins—the sixth dungeon. After you find four jewels that are scattered throughout Holodrum and place them in the Tarm Ruins gate, you'll use the rod and the power of all four seasons to navigate the Lost Woods and uncover the dungeon.

Membership Has Its Privileges

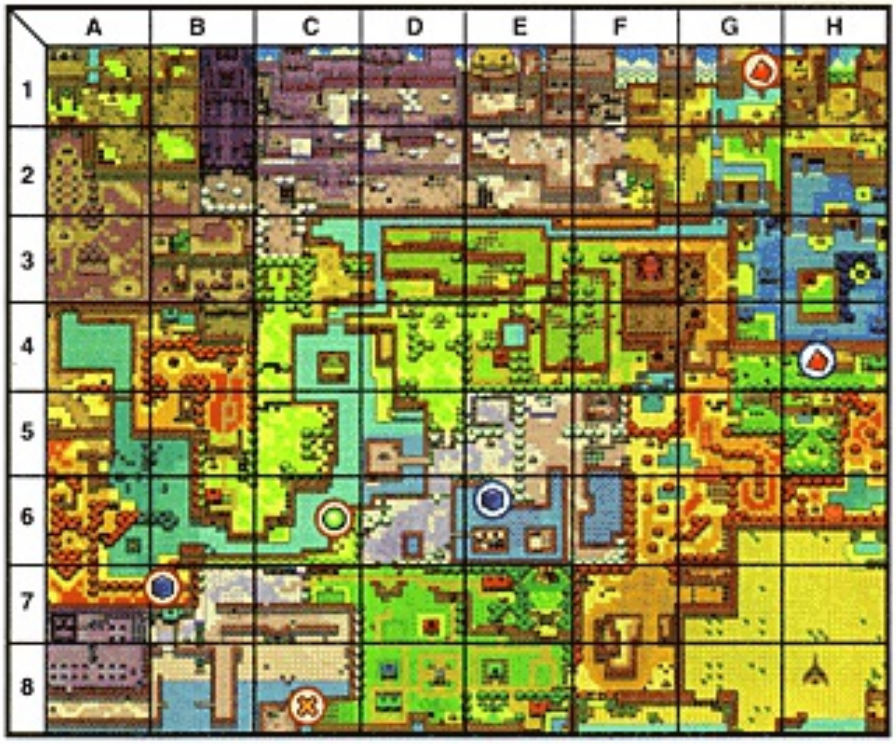
If you've tried to get to the basement of the Horon Village shop, you know that you must have a Member's Card for admittance. You can purchase that card in the Subrosian Market. Subrosians don't accept Rupees, so be sure to dig up plenty of ore in the fields of Subrosia before you go shopping.

Uncover Jewel Locations

Once you have the Member's Card, you can purchase the Treasure Map in the basement of the Horon Village shop. When you press the Select Button to look at the map, you'll see that four locations sparkle. Those locations are the resting places of the jewels that collectively act as the key to Tarm Ruins.

Use the Member's Card to reach the Horon Village shop basement and purchase the Treasure Map. The jewel locations will sparkle.

HOLODRUM: TREASURE MAP



Mystery Treasure

When you light the torch on the beach in section C8 with your Slingshot and an Ember Seed, a bridge will extend to a small island. Cross over to the island, hit the question mark rock with a Mystery Seed and defeat the enemy that appears. You'll earn the X-Shaped Jewel as a reward.

Valuable Gift

The citizens of Holodrum are keeping track of your progress. An old man in a cave in section C6 is particularly impressed with your accomplishments. Swim southwest from Gnarled Root Dungeon to visit him. When he recognizes you, he'll give you the Round Jewel.

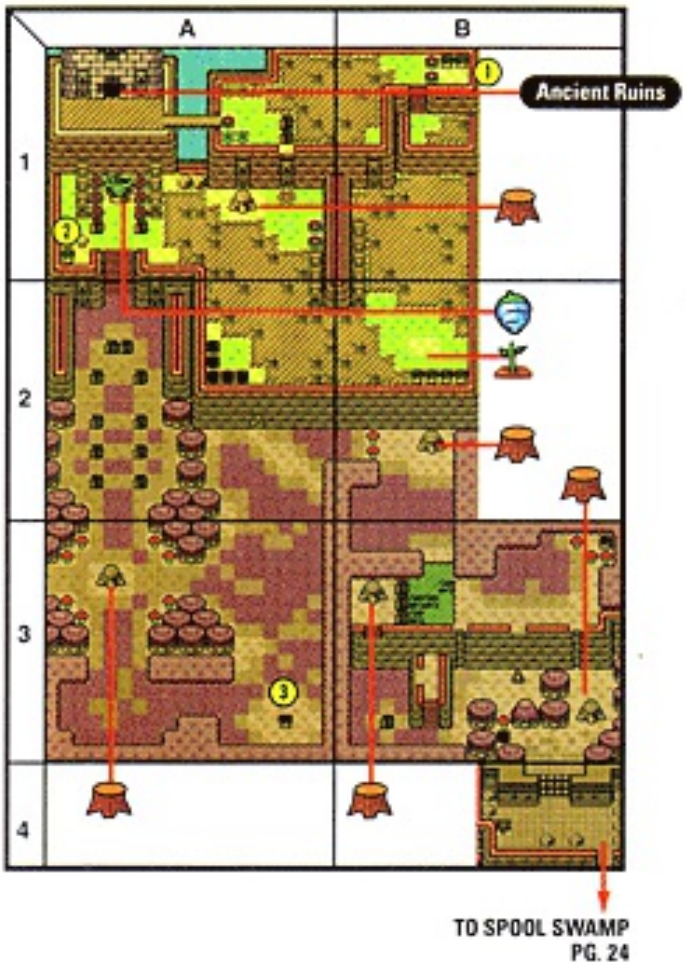
Pyramid Puzzle

On rare occasions, you can find objects hidden under the surface of the water. If you're playing Oracle of Seasons before you play Oracle of Ages, you'll find an underwater passage that will lead you to the Pyramid Jewel by diving near the entrance of the Dancing Dragon Dungeon. If you're playing the game as a sequel to Oracle of Ages, you'll find the jewel in a cave that connects the Sunken City with the Woods of Winter. Dive into a hole in the south end of the Sunken City to enter.

Blast for Booty

If you're playing Oracle of Seasons without having played Oracle of Ages first, you'll find the Square Jewel in section B7 of the map. Change the season to winter on the stump in section A4. That will give you access to the weak wall in section B7. Blast the wall to find the prize. If you're playing the game as a sequel to Oracle of Ages, change the season to summer near Eyeglass Lake and look for a cave that is usually obscured by water. Blast into that cave to find the prize.

HOLODRUM: TARM RUINS & LOST WOODS



Four Keys, One Lock

The entrance to Tarm Ruins is in section B4 of the Holodrum map. There are four holes on the wall near the gate—one hole for each of the jewels that you found by using the Treasure Map. When you place the jewels in the holes, the gate will open.

Vine Climb and Statue Push

The Tarm Ruins area is a maze of elements that are affected by the seasons. You will use the Rod of Seasons several times while making your way to the Ruins dungeon. When you arrive, trigger summer and climb a vine to the top of the cliff. Go west, drop down and push a statue to make stairs appear. They'll be just out of reach.

Climb the vine in summer, go west and drop. When you push the statue, stairs will appear. You'll need a snowdrift ramp to reach them.

Winter Discovery

Return to the first stump in the area and change the season to winter. You can walk around a tree to the west and climb a snow drift to the stairs. At the top of the stairs, push the bottom two statues onto the ice. Change the season to autumn and walk over the statues and onto the bluff.

Navigate the Lost Woods

When you go to the top of the bluff in section B3 of the map in autumn, you can reach stairs that give you access to a Deku Scrub. Using your shield, bounce seeds back to the scrub. The scrub will offer advice on how to get through the Lost Woods—in winter go west, in autumn go south, in spring go east, and in summer go north.

Move mushrooms in autumn and go down stairs to find a Deku Scrub that will clue you in on Lost Woods navigation.

More Season Swapping

After you get through the Lost Woods, you'll be closing in on the Ancient Ruins. Change the season to winter and travel around to the south, east, then north to find a snowdrift ramp that will take you to the top of a cliff. Push a statue out of the way, drop down, change the season to spring and pop up again. You'll be on your way.

Climb a snowdrift ramp to the top of the cliff in winter. Move a statue to expose a ledge, drop down and pop up again in spring.

① Old Man Underground

When you reach the top of the cliff in the spring, go east to find a pair of saplings. Burn the saplings with Ember Seeds to reveal a cave where you'll find a wise old man.

② Secret Seed

You'll find a Gasha Seed underground in section A1. Change the season to autumn on a nearby stump, pull the mushrooms and burn the saplings. You'll uncover a tunnel to the Gasha Seed.

③ Sword Discovery

While exploring Holodrum, you'll occasionally exchange one item for another in a long line of trading that will end with your acquisition of the Phonograph. Play it for a Deku Scrub in the Lost Woods for information about how to find a special sword.

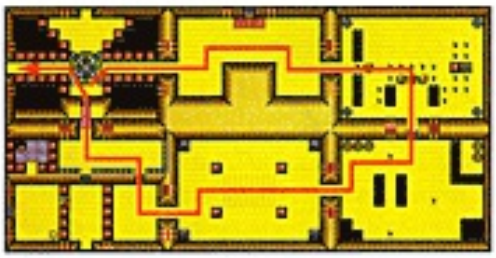
Level 6

ANCIENT RUINS

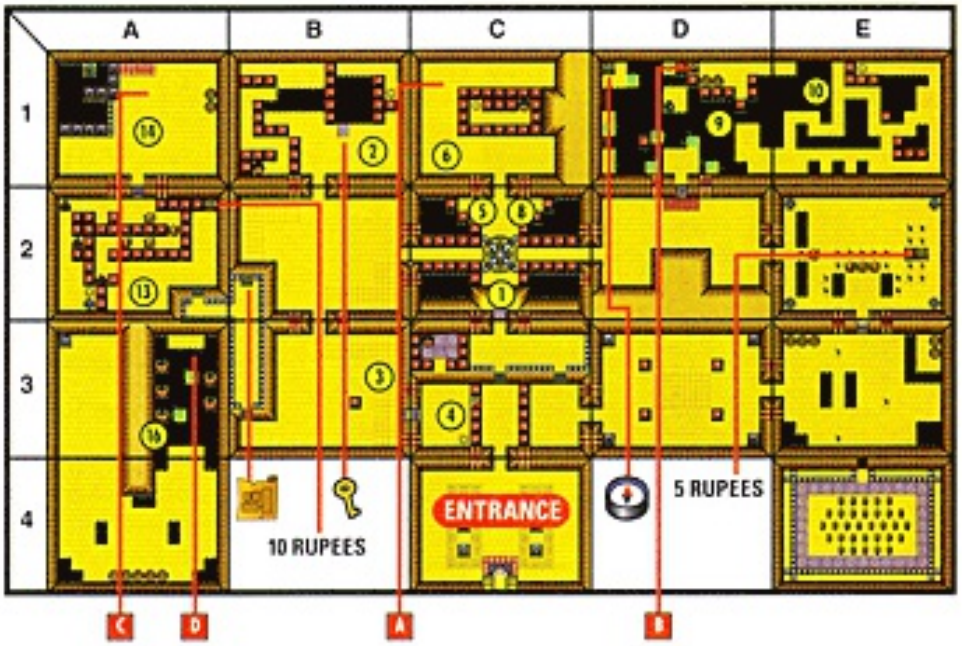
Exploration of the Ancient Ruins requires stamina, courage and wits. You'll encounter large groups of enemies in most of the dungeon chambers, and they'll attack at once from different angles. When the enemies close in on you, power up your sword and let them have it with a roundhouse swing.

1 Roundabout Route

When you ride the turnstile in room C2 for the first time, it will take you to the passage that leads to the east. To go to the west, you must circle around the eastern side of the dungeon first. Go from C2 to D2, then to E2, E3, D3 and C3. When you return to the turnstile after you've taken that route, it will spill you out onto the passage that leads to the western part of the dungeon.



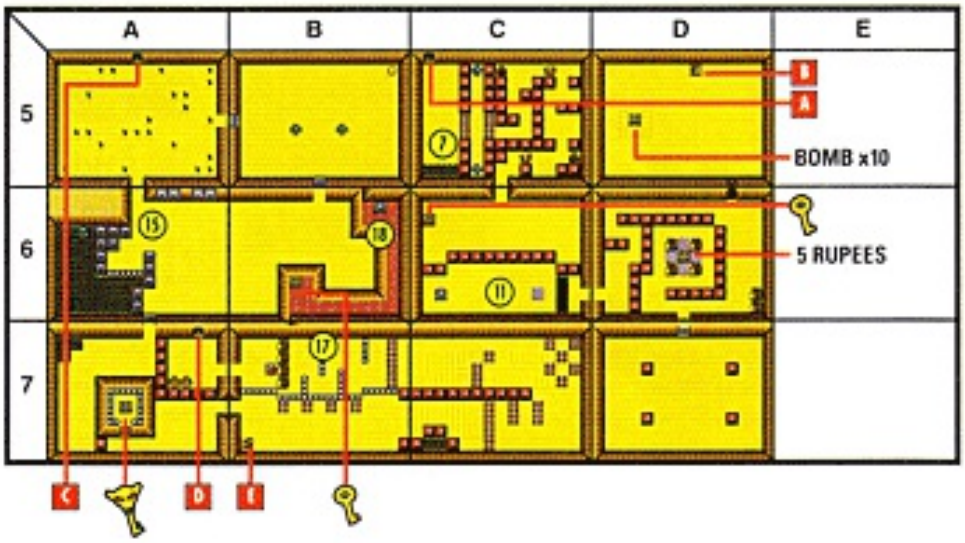
1st Floor



2 Magnet Moves

Room B1 has an iron ball, a switch and two large gaps. Your goal is to move the iron ball onto the switch by using the Magnetic Gloves. The line on the screen below shows the ball's path. You'll be on the south side of the gap while you guide the ball through the blue sections of the path and on the north side when you guide it through the red part.

2nd Floor



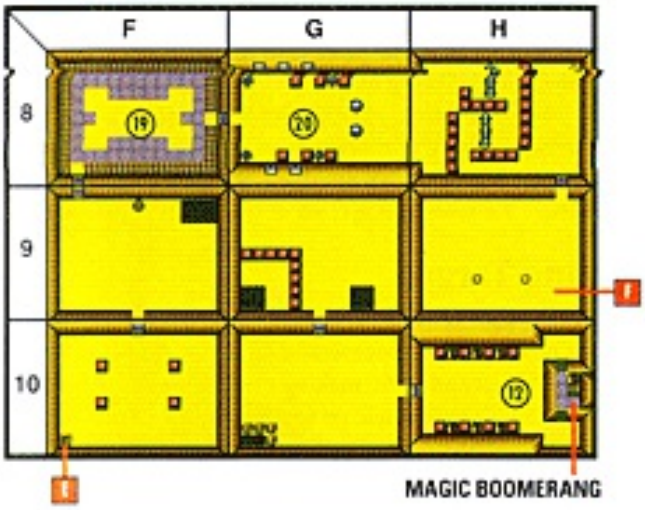
3 Remove the Ropes

Snake Ropes gather in many of the dungeon's chambers. After you clear away the slitherers in room B3, you'll be able to push the room's single block. That action will open the door to C3.

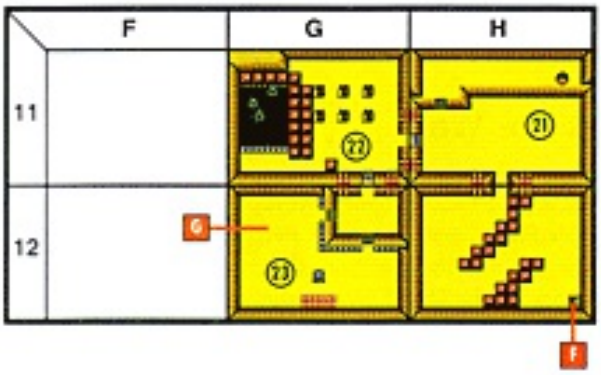
4 Hold Down the Switch

You can open the door on the west wall of C3 by pressing the floor switch. If you let go of the switch, the door will close. Use the Magnetic Gloves to move the iron ball onto the switch to keep the door open.

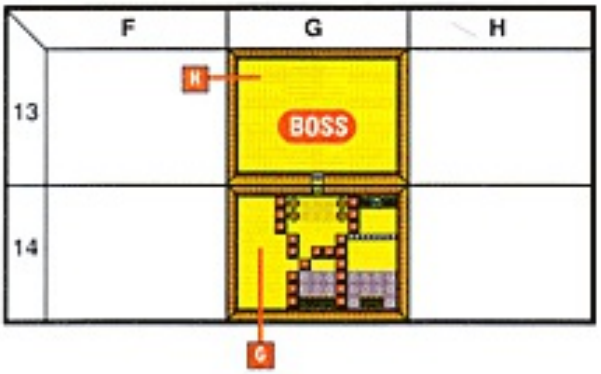
3rd Floor



4th Floor



5th Floor



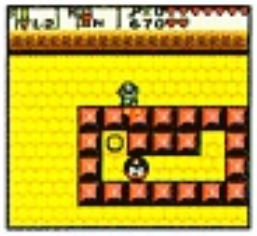
Outside

5 Turnstile Trick

To get to room C1, you've got to find a way to make the turnstile in room C2 take you to the northern section of the room. The trick is to *follow the path shown below and defeat all of the enemies in* rooms B3 and B2. When you meet those criteria, the turnstile will turn 90 degrees clockwise and lead you to the passage north.

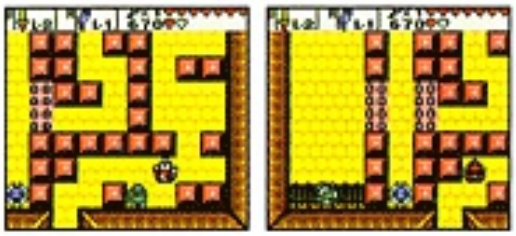
6 More Magnetics

In possibly the dungeon's simplest puzzle, you will find an iron ball and a switch contained within a corral of blocks. Use the Magnetic Gloves to move the iron ball onto the switch. You'll be rewarded with the appearance of a secret staircase.



7 Upstairs, Downstairs

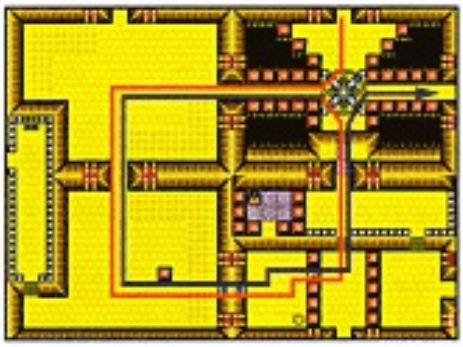
You'll find a key on the second floor in room C6. Make your way through the maze of blocks, traps and spikes in C5 by jumping over the spikes and outrunning or jumping over the traps. Collect the key in C6 and go back through C5 to the hole in the southwest corner of the room. You'll drop back down to room C1 on the first floor.



You'll go through room C5 twice, once on your way to the key in C6 and again on your way back. When you're done, drop into the hole.

8 Twice Around

Your goal is to go from room C2 to D2. You can accomplish that by going twice around the circle of rooms C2, B2, B3 and C3. When you hit the turnstile from C3 the second time, you'll advance.



Follow the path around the four-room circle twice. After the second trip, the turnstile will go one-quarter turn counterclockwise and deliver you to room D2.

9 Collect the Compass

Room D1 features a large pit with sliding platforms and a rotating device that fires lasers. You'll find the compass in the northwest corner of the room. Hop onto the platforms and ride them to the prize.

10 Run from Ruin

When you hit the switch at the north end of E1, the room will shake and the path will begin to collapse at the same time that a bridge to the stairs in D1 appears. Use the speed of a Pegasus Seed to work your way around the crumbling path to the bridge.

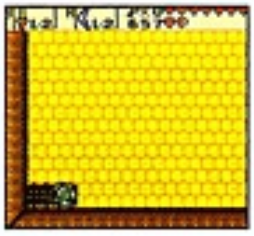
11 Bounce Control

If you jump onto the trampoline in room C6, you'll bounce up to a small enclosed area of G9. Drop back down into C6 and move the trampoline east to the mark on the floor. Jump up from there to get to the larger part of G9.

After you bomb through the south wall in D5, work your way around D6 to C6 and move the trampoline. Then bounce up to room G9.

12 Boomerang Magic

Room H10 contains the Magic Boomerang and a gaggle of Armos Statues. When you collect the Boomerang, all of the statues will come to life. The Magic Boomerang is more powerful than your first Boomerang. Hit each statue twice with the new weapon. You'll wipe them out in no time. After the battle, go west to G10 and drop into the hole. You'll fall two floors and land in C3.



Clear away the statues with the Magic Boomerang. One hit will stun them. The second hit will beat them. Then drop into the hole in G10.

13 Don't Get Caught

Make your way to the raised platform in B3 and collect the Dungeon Map in B2. Run through the maze of blocks in A2 while cutting through the obstacles and jumping over the traps. Hit a switch in the southwest corner to trigger the door.

14 Mid-flight Movement

You can steer the Magic Boomerang while it's flying. That ability will be put to the test first in A1. Toss the Boomerang into the pit and, while you're holding down the Boomerang button, work it around so that it hits the switch. When the switch goes from blue to red, a staircase will appear.

15 Moving Target

You'll get another chance to demonstrate your ability to influence the trajectory of the Magic Boomerang in room A6. The room's switch slides to the left and right, making it a little more challenging to hit. Once you do hit the switch, go south to A7 and drop into the hole in the northwestern corner. You'll land in A3.

Toss the Magic Boomerang into the pit and steer it so that it hits the switch. Then hop into the hole in A7.

16 Light the Way

When you work your way around to the east side of A3, through A4, hop onto one of the sliding platforms and light the five torches in the room with your Slingshot and some Ember Seeds. That'll trigger the appearance of stairs on the north wall.

17 Beat the Crush!

Rooms B7 and C7 combine to make a long hall. When you collect the Rupees in the northwest corner, the Armos Statues will disappear and the walls will begin to close in on you. Use a Pegasus Seed to gather some speed, then run down one side of the hall and up the other. When you get to room A7, collect the Boss Key.

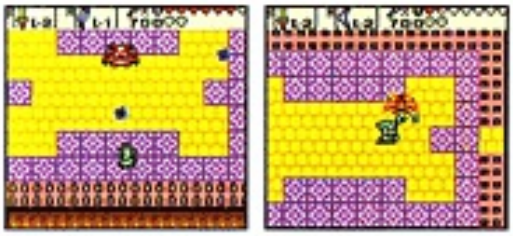
After you get the Boss Key in A7, go back to B7. You'll find stairs that lead to F10 on the third floor.

18 On to the Miniboss!

Defeat all of the enemies in F10 and try to push all of the blocks. One of the blocks will trigger the door. When you get to F9, drop into the hole. You'll land on the raised platform in B6. Collect a key, bounce back up and enter the miniboss room.

19 Dragon Duel

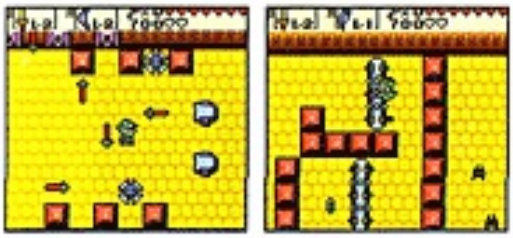
You'll go up against a talkative dragon named Vire in room F8. Vire fires blue shots, two at a time. Step to the side and hit the beast with your powered-up sword. When Vire has had enough, it'll split into two smaller creatures. They are a little more difficult to hit. Use a Pegasus Seed for better mobility and avoid contact with the little beasts while you try to line up a shot. You'll be able to dispatch them with a few strong blows.



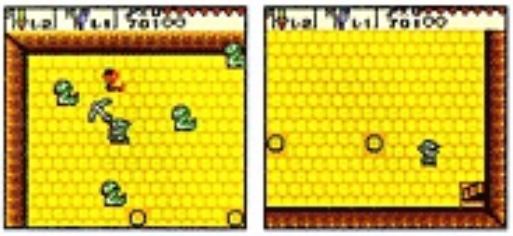
Veer from Vire's blue shots and hit the beast with a powered-up swing of your sword.

20 Onward and Upward

After Vire is history, go east through G8, moving quickly to avoid flying objects, and H8, while leaping over spiked rollers. When you move south to H9, you'll find two switches on the floor. One switch triggers stairs to the fourth floor. The other switch makes a group of Snake Ropes drop into the room. Be prepared.



You'll encounter more than your share of dangerous obstacles in G8 and H8. Stay on your toes.



Randomly assigned switches trigger an enemy attack or the appearance of stairs to the next floor.

21 Break the Beetles

A pair of Hardhat Beetles will attack you in room H11. As soon as you enter the room, make your way to the raised platform and activate the Magnetic Gloves. You can't hurt the beetles with your weapons, but you can crush them with an iron ball.

22 Triple Targets

Three sliding switches trigger the door on the south wall of room G11. You must hit all three of them with your Boomerang before the door will open—not an intense challenge.

23 Bad Bounce

If you move the trampoline in G12 onto one of the room's marks and bounce up to G14, you'll be able to see the Boss Room door, but you won't be able to enter the room. Move the trampoline three squares east of the marks, bounce up and hit the switch in the northeast corner of G14. Stairs leading to the right path will appear in G12.

Push the trampoline three squares east of the marks and bounce up to the east side of G14. Hit the switch there with the Boomerang.

Dungeon Boss
MANHANDLA

After you destroy all four flowers of the boss, Manhandla, with the Boomerang, the stem will move around the room in a figure-eight pattern. Stand on the static sand near the center of the north or south wall and hit the stem repeatedly with the Boomerang. When the stem exposes its core, finish it off with your sword.

Leap over Manhandla's shots and hit the flowers with the Boomerang. When the flowers are gone, target the stem from the center of the north or south wall.

Before Level 7

SAMASA DESERT & GRAVEYARD

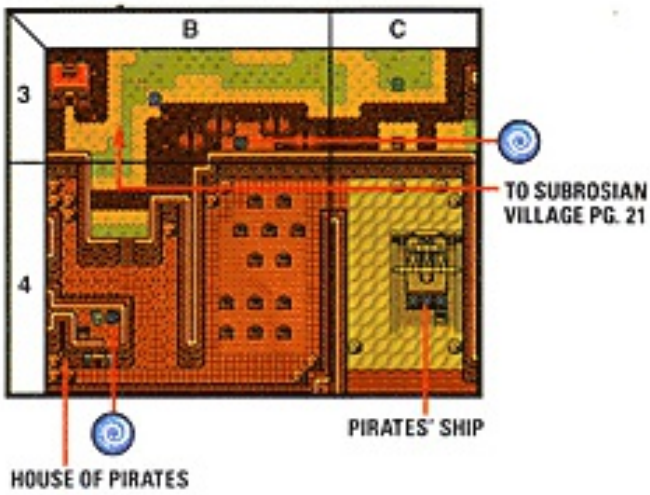
Your journey takes a scary turn when a group of displaced pirates beg a boon. You must trek deep into the desert and battle unfriendly cacti to recover the pirates' treasure, and securing the lost booty is only half the task. You'll eventually need to enlist the aid of master Subrosian craftsmen to avoid being keelhauled.

Bail out the Buccaneers

Enter Subrosia through either the Horon Village warp portal—if you've opened it—or the portal on Mt. Cucco. Go to the House of Pirates and talk with the Captain. He will order you to find his lost bell. Talk to a pirate on the second floor to learn a code that opens the Samasa Desert gate.

The warp portal on top of Subrosia's House of Pirates leads to a cave in Horon Village. Once in the cave, hit the switch with your sword to extend a bridge.

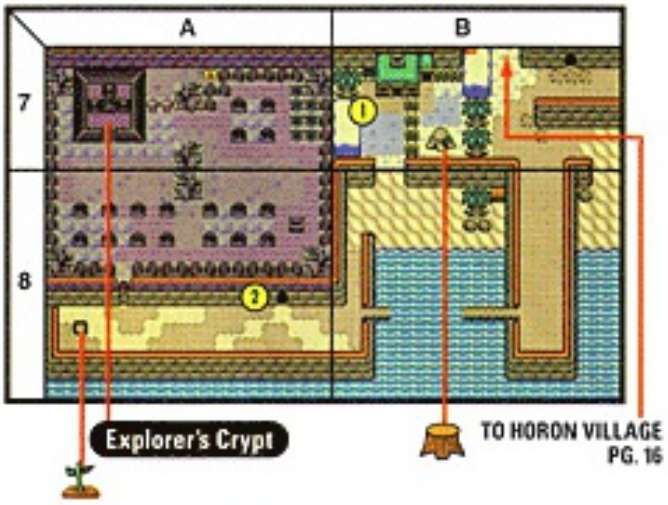
SUBROSIA: CEMETERY



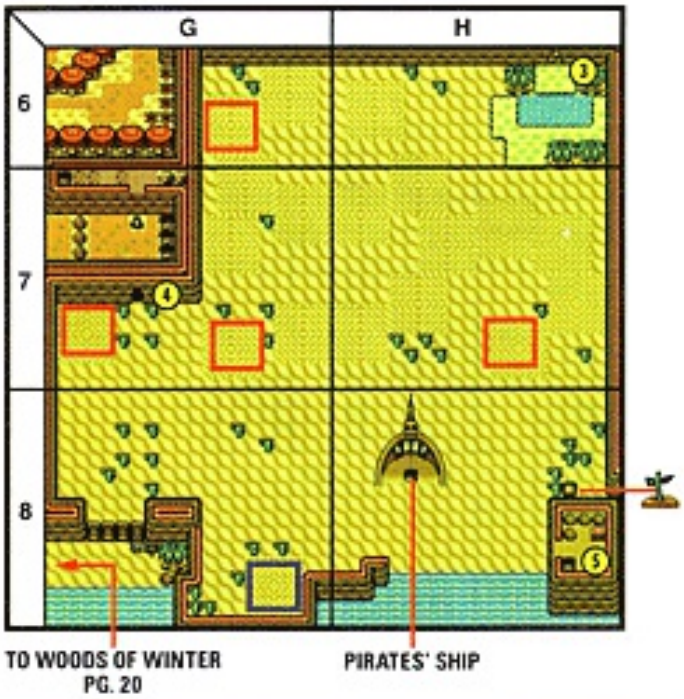
Expert Gate Removal

The lost bell is in Samasa Desert. To find the desert, go to the eastern coast of Holodrum and locate a large gate. Speak to the guard, then open the gate by pressing the skull-shaped panels in the order the Subrosian pirate taught you. If you forget, press the third panel from the left twice, the second panel once, the first panel twice and then the fourth panel three times.

HOLODRUM: GRAVEYARD



HOLODRUM: SAMASA DESERT



Dead Men Tell Many Tales

Go to the Pirates' Ship in area H8 and talk to a ghost. He will give you the unpleasant task of tracking down his wayward skull, which is in area H6. Once you find it, pick it up with the Power Bracelet and carry it near the quicksand pits. When the skull's teeth begin to chatter, drop it into the nearest pit and retrieve the bell.

The handy Quicksand Ring will prevent you from being pulled by shifting sands, but you'll still fall down a pit if you walk into its center.

Meet the Metallurgist

Return to Subrosia with the bell. Though the Captain should be grateful for all your hard work, he will complain because the bell is rusty. Take the bell to the Subrosia Smithy, located in area B2, and rudely demand that they polish it. Return the polished bell to the Captain.

The Subrosia Smithy has an odd way of doing business. You must tell them to "Do it!" or they will ignore your request.

Bridge the Graveyard Gap

The Captain will take you on a short cruise once his bell is returned. Upon returning to land, the boat will dock in area B8, giving you access to the graveyard. Go first to area B7, bomb a wall inside the house and use the stump to bring on summer. Return to the ship, head west, climb the vine in area A8 and enter the seventh dungeon.

Once the seasick crew takes its boat to shore, you can use it as a bridge to the graveyard.

Since the landlord in area B7 has been letting maintenance work slip, you must jump at a diagonal angle to reach the house's cracked wall.

① Old Man Rupee

If you burn the sapling west of the house in area B7, you'll open a hidden cave. The old man inside will either surprise you with Rupees or charge you Rupees to fix his door.

② From a Cave to the Grave

The cave in area A8 is impassable until you secure Roc's Cape. Once you have the cape, turn the season to autumn and fly over the gap. Go up the stairs and walk to the northwest corner of the graveyard. Uproot some nearby mushrooms and secure a Piece of Heart.

③ The Fairy Hideout

Look for a cracked wall in area H6, which is where you found the pirate's skull. If you bomb the wall, you'll find a secret cave full of fairies—more than enough to replenish your health. They will reappear as soon as you leave, so use their healing powers as often as you like.

④ Shields for Sale

If you fall into one of the quicksand pits marked with a red outline on the Samasa Desert map, you'll land in a deep underground cave. The rooms are usually filled with hungry Like Likes, but occasionally you'll meet up with a shield-hawking Deku Scrub. To leave the room, take the stairs up and out—you'll emerge in area G7.

The Deku Scrub doesn't have very good prices, but the local Like Like population makes it a shield seller's market.

⑤ Ring Reconnoitering

Locate area G8 on the map and look for the quicksand pit marked with a purple outline. If you fall into the pit, you'll land in a cave with a deep puddle of water. Dive into the puddle and swim until you emerge on a hill. Open the nearby chest to receive a Magic Ring.

Dive down under the desert to make your way to a Magic Ring. When Vasu takes a look at it, he'll tell you that it is the first Rang Ring.

Level 7

EXPLORER'S CRYPT

Confused monsters might mistake you for an elevator as you tromp up and down through the Explorer's Crypt. Gaping pits, springy trampolines and staircase mazes can confound even the bravest of adventurers. Stock up on Ember Seeds before braving the darkness, and be sure to pack your Magical Boomerang.

1 Through a Room Darkly

The only unobstructed path through the dungeon leads to room C1, a room that contains four sputtering torches. You must exit the room before the torches go out, so head east to room D1 immediately. Once there, eliminate the Wizrobes to earn a small key.

If you're still in the room when the last torch ceases to shine, it will warp you back to the entrance.

There are three red Wizrobes and a single green one for you to defeat. The sword is your most effective weapon.

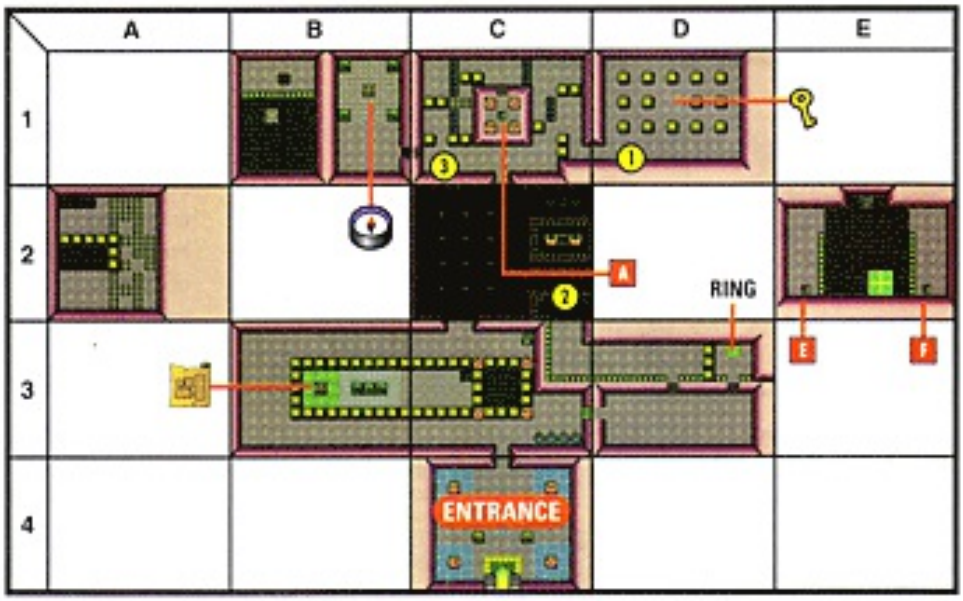
2 Poke a Poe

Return to room C3 and use the key to open a locked door. Take the first set of stairs and follow the ledge around to room C2. Use your Slingshot to light two torches on the far ledge, which will cause a ghostlike Poe to appear. Leap to the floor below and use your sword to take out the pesky phantom.

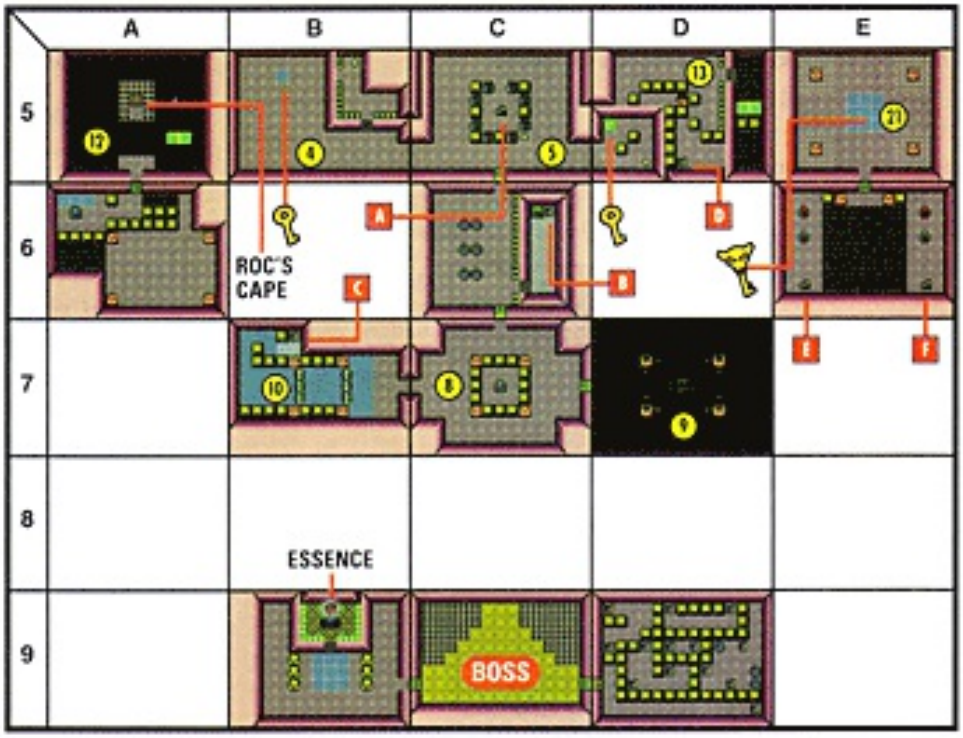
After you light the torches with your Slingshot and Ember Seeds, one of a pair of Poes that haunt the crypt will challenge you to a fight.

The Poe moves only in straight lines, so stand to one side and attack when she flies harmlessly by. Don't forget the ring in room D3.

1st Floor



1st Basement



3 Compass Crackdown

Return to room C1 and bomb the cracked wall on the west side of the room, then enter the new room to get the compass. Don't worry about the previous time limit—defeating the Poe grants the torches new life.

4 Jumping for a Key

Descend the stairs in room C1 and go west. Press a switch on the ledge to make a trampoline appear. Move the trampoline south two spaces and west one space, then jump on it. You'll fly up to a floating platform surrounded by an abyss. Aim west as you leap to land on the platform, then hit the switch to free a key.

The key will fall through a hole, but don't worry. It'll be waiting for you when you drop back down.

5 An Armos Invasion

Return to room C5, where you'll see Armos Statues. Only one is a true statue—the others come to life when touched. Wake them up, defeat them with your Boomerang and push the real one onto the switch.

6 Polarity Propulsion

Use the stairs in room C6. You'll emerge in a room with a platform and many Keese. Take out the Keese, then step on the platform's northeast corner. When it hits the end of its track, use the Magnetic Gloves to fly to solid ground, then go to room G10.

7 The Shifting Statues

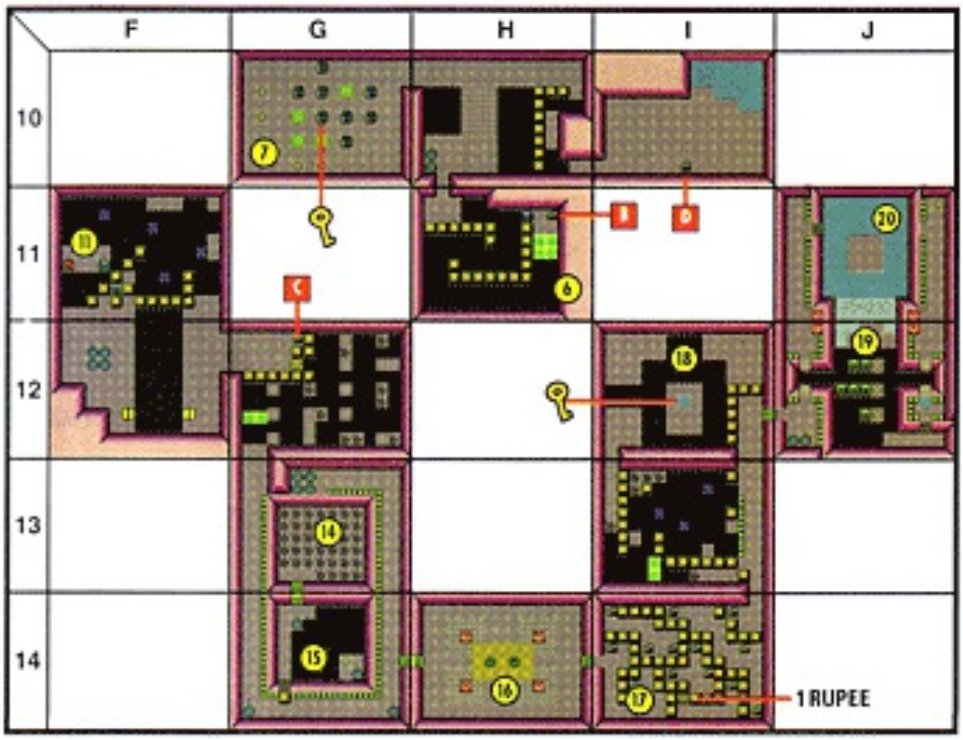
Room G10 contains a puzzle that requires you to align Armos Statues so they surround a blue tile in the room's middle. Press switches in the following order: the bottom switch on the west-hand side of the room, the left switch on the south side, the top switch on the west side and then the final switch.

Your first two switches are shown to the left. You'll earn a small key for your trouble.

8 Mapping a Strategy

Return to room C6 and go south to room C7, where you must free a blocked-in trampoline. Push the top and bottom blocks on both the west and east sides toward the center. Push the middle block on the west side to the north and the middle block on the east side to the south. Move the trampoline three spaces west and one space north, then jump up to room B3 and retrieve the Dungeon Map.

2nd Basement



Move the blocks out of the way so that you will be able to move the trampoline three spaces west and one space north. If you make a mistake, leave the room and come back. The blocks will reset.

The reward for all of your block-pushing efforts is the map.

9 Let Your Light Shine Down

Proceed to room D7. All four torches must burn at the same time, but you are too slow to spark them unassisted. Use a Pegasus Seed, then quickly light all four torches with the Slingshot. Once they are ablaze, a Poe will appear. Hit the ghost with your sword when she approaches, but watch out for her deadly fireballs.

The Poe moves in an arc, so stand underneath her fireball trail and strike her with your spinning sword.

10 A Bridge Too Far

Move through room B7, being careful to dive when necessary to avoid the blue rollers, and go down the stairs to room G12. Take out the Soldiers on the opposite side of the gap with your Slingshot and Scent Seeds to make a bridge appear. Cross the bridge and go north.

Fire Scent Seeds across the gap to damage the enemies on the other side. When the enemies are gone, a bridge will appear.

11 The Glove Grip Game

Hit the blue crystal in room F11 to make the metal blocks spin. Go south, cross the bridge, return north and use the Magnetic Gloves on the first metal block. Wait until you are on the west side of the block, then switch the gloves' polarity and fly west. Next, change the polarity and quickly face north so you latch onto the next metal block. Once you're attached, wait until you are on the west side and reverse polarity again. Fly west until you are directly under a third metal block, then reverse polarity and face north. Push off the final block and land on the platform with two trampolines. Use the blue trampoline to reach room A6.

12 Roc's Cape Rescue

Head to room A5, using Pegasus Seeds and the feather to cross the gap in room A6. Take out the bats, then jump from the moving green platform to the north platform. There, you'll collect Roc's Cape. Use the cape to fly farther.

13 The Fourth Key Frenzy

Once the cape is yours, go back to room H10. Go to the northeast corner of the room and use the cape to jump to the path in the southeast part of the room. In I10, eliminate the enemies to make a trampoline appear. Push it three spaces north, then jump up and onto a green platform in D5. There, use the Magnetic Gloves to roll an iron ball onto a switch. That'll produce a key.

Drop from A6 to F11 and use the Roc's Cape to cross wide gaps.

Watch out for flying floor tiles in room H11. Stand with your back to a wall and block them with your shield.

Pull the enemies in room I10 toward you with the Magnetic Gloves, then finish them with a sword thrust.

Bounce up from I10 to D5 and use the Magnetic Gloves to move the iron ball onto a switch. A key will appear.

14 Danger: Weak Floor

Go to room G13 via room G12 and walk around the edge of the room until you reach an open space at the north end. Stay on the ledge and use your sword to eliminate two Mini Moldorms. If you fall off the ledge, head to solid ground in the southwest corner.

15 Link Takes Flight

Room G14 contains a switch on a far-off platform. Use Pegasus Seeds and Roc's Cape to reach the platform, then press the switch and jump back across. Move the block out of the stairwell and go through the door on the eastern side of the room.

16 Hello, Poe

The two Poes return for your miniboss battle. Although they retain the same attacks as before, the battle is much more difficult. They attack simultaneously, and you must keep at least one torch burning or the Poes will warp you back to the entrance. Concentrate on keeping at least two torches lit at all times—using the Slingshot—and attack the Poe sisters when they fly your way. A good time to strike is when they blow out a torch, because they can't attack you. Once you take out one Poe, stay between two torches and attack the survivor.

Focus on the torches first and foremost. The battle will take longer, but you won't have to start over from the entrance.

17 It's Not Polite to Stair

East of the miniboss room you'll discover room I14, a maze of blocks and stairways. You'll also find a chest containing a single Rupee and four green Wizrobes. Destroy the Wizrobes first, then make your way through the stairways in the order marked below.

Room I14

Room D9

18 A Final Key

Go to room I12 via room I13. You must cross the gaps in room I13 with the same technique you used in step 11. Get to the platform on the west side of the room, then use Roc's Cape to jump to the green platform. Destroy all enemies in room I12 for a final small key.

On the way back, just push the last block aside instead of using the Magnetic Gloves.

19 The Old Switcheroo

Room J12 has three switches, and the statues next to them reveal their correct order of operation. Use a Pegasus Seed then jump to the switch with one statue beside it. Jump to the switch with two statues, and finally the one with three. Cross the gap on the room's east side to continue.

20 Feeling Blue from Seeing Red

Press the switch in the northeast corner of room J11 to make a red trampoline appear. Jump on it to fly up two levels, where you'll land on a moving green platform. Ride the platform to the western edge of the gap and descend the stairs. Use the sword to make the north crystal blue and the south one red. Go back upstairs, ride the platform to the east side, go down and turn both crystals red.

Once the crystals are the proper color, a door will open in the north wall of room E6. Use Roc's Cape to get there.

21 The Boss Key

You will receive the Boss Key if you can eliminate every enemy in room E5. Use the Magic Boomerang to stun them, then attack with your sword. Once you have the key, go to the Boss Room via the staircase in the southeast corner of room D9.

Watch out for the torches in the corners. They spit powerful fireballs your way during the battle.

Dungeon Boss
GLEEOK

Gleeok is a tough, two-headed dragon. Get between the heads and use the powered-up sword to hit them both, while using Roc's Cape to leap over its fireballs. Once the heads are gone, the dragon's body will attack. It'll jump in the air and causes a stunning earthquake, so leap when it does. Attack it just after it jumps.

A good time to attack Gleeok—while it still has both heads—is when it shoots a four-part fireball. It can't attack again until the fireball vanishes.

Before Level 8

NORTHERN PEAK

Before General Onox caused the Temple of Seasons to sink into Subrosia, the building was in the northwestern section of Holodrum. Now, the site is a collection of broken walls and holes and it is populated by a legion of tough creatures. The paths to the Sword & Shield Maze and Onox's Castle begin there.

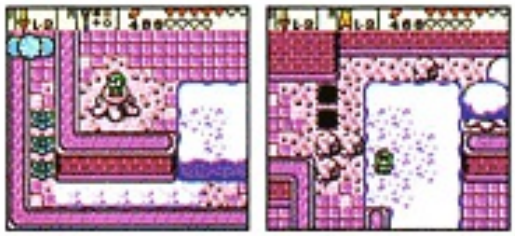
Autumn Arrival

If you try to explore the Northern Peak in any season but autumn, you will hit a dead end at a series of holes in the western part of section C1. Go to the stump that is just north of the ruins walls in section D2 and bring on the harvest season. Many of the blocking holes will be filled with leaves. Walk over them quickly.

Change the season to autumn in D2, then walk over leaf-filled holes in C1.

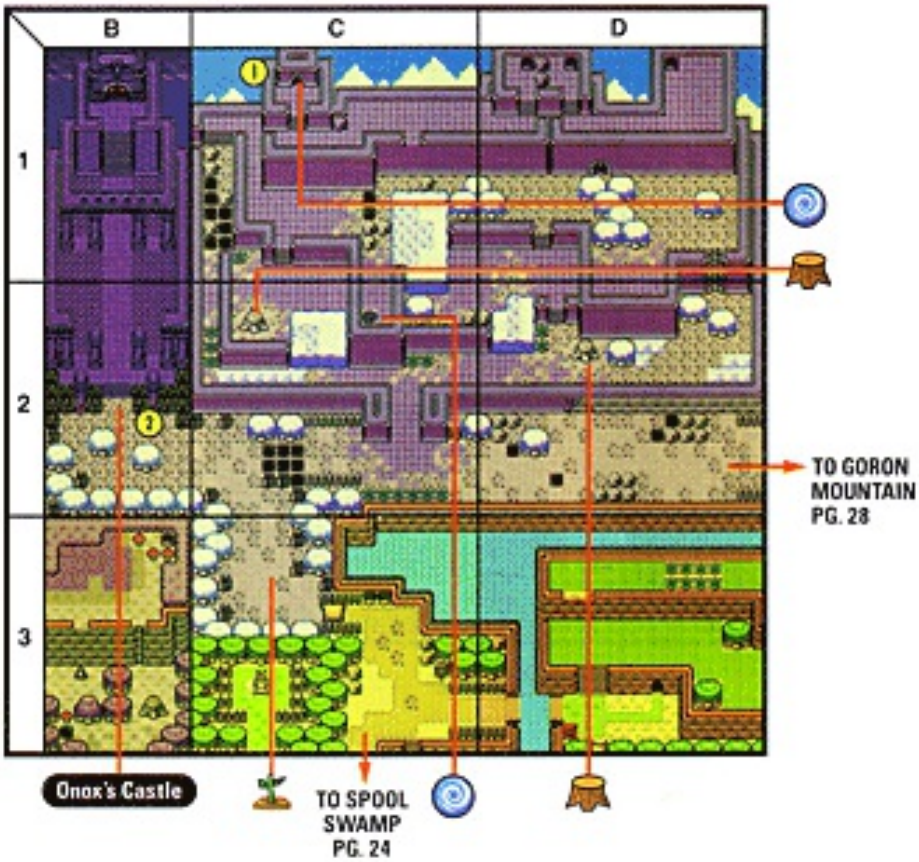
Visit the Volcano

You'll find a warp to the volcano area of Subrosia in section C2 of the Holodrum map. You can get to the warp with the help of a snowdrift. Jump onto the stump in C2 and change the season to winter. Walk north to C1, hop across a hole to the east and walk onto the snowdrift to get around some rocks. The warp will be close by.

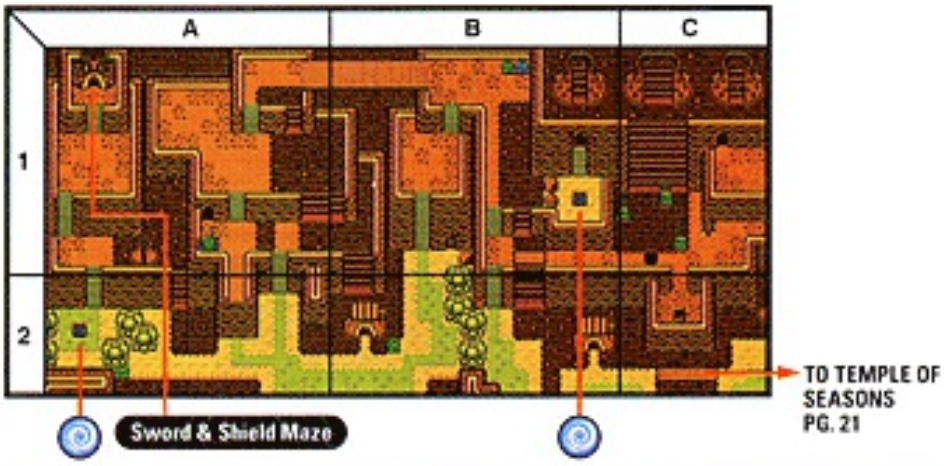


Change the season to winter in C2, go north and east to a snowdrift, then south to the Subrosian warp.

HOLODRUM: NORTHERN PEAK



SUBROSIA: VOLCANO



Big Bang

Inside a volcanic chamber in Subrosia, you'll find a curious creature who is tossing a variety of objects into a fiery hole. You can join in the fun by dropping a bomb into the pit. That will be the catalyst for a volcanic eruption that will change the landscape of northwestern Holodrum.

When you cause the earth-opening volcanic eruption, veins of lava will pour through much of the Northern Peak.

Lava Leap

The path to the Sword & Shield Maze goes though the upper region of the Northern Peak. You can start the climb in section D2 of the map. When you change the season to summer, you'll find vines that you can climb to an area where the lava flows freely. Hop over the lava using Roc's Cape, then go through a chain of caves.

Change the season to summer and go east. You'll find vines that you can climb to the next area.

Hop over an expanse of lava and enter a cave. After exploring several caves, you'll narrow in on another entrance to Subrosia.

① Finally, Fairies

The building at the north end of C1 holds a warp to Subrosia, where you'll eventually discover the eighth dungeon and a pair of heart-replenishing fairies.

② Onox Castle Magic

If you don't have all of the Essences of Nature, you won't be able to go far into the area surrounding Onox's Castle in B2. A magical force field will keep you away. After you clear the Sword & Shield Maze, the spirits of nature will help you advance through that area.

INCREASE YOUR POWER

When you reach the advanced areas of the adventure, it pays to have advanced weapons and tools. The following items will give you the winning edge.

☐ Noble Sword

The Noble Sword is hidden in the Lost Woods. After you exchange items with several citizens of Holodrum, you'll end up with a Phonograph. Play it for a Deku Scrub in the Lost Woods area for information on how to get the advanced sword.

☐ Iron Shield

You'll find Blue Ore and Red Ore in Subrosia by exploring the underground world with the Magnetic Gloves equipped. Take the special metal to the Great Furnace to make Hard Ore. Take that to the Subrosia Smithy to get the Iron Shield.

☐ Bigger Bomb Bag

When you first find bombs, you'll be able to carry up to 10 at once. The capacity can double if you visit the Subrosia Market. When you purchase the bomb in the market, it will explode and your bomb bag will expand—strange, but useful.

☐ Super Seed Satchel

You can never have enough Mystical Seeds. They come in handy in many situations and can be hard to come by at times. When you have the Member's Card, use it to reach the lower floor of the Horon Village shop. There, you can buy a 50-seed satchel.

☐ Level-2 Ring Box

While you can wear only one ring at a time, you can get a box that will put more rings near your fingertips in the Goron Mountain region. Follow the instructions on page 31 to make your way to the Goron who will upgrade your Ring Box.

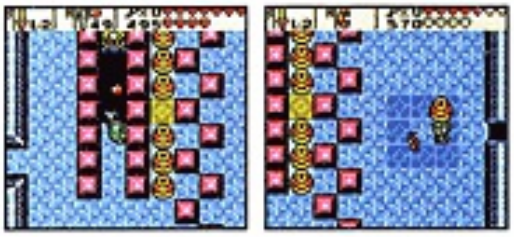
Level 8

SWORD & SHIELD MAZE

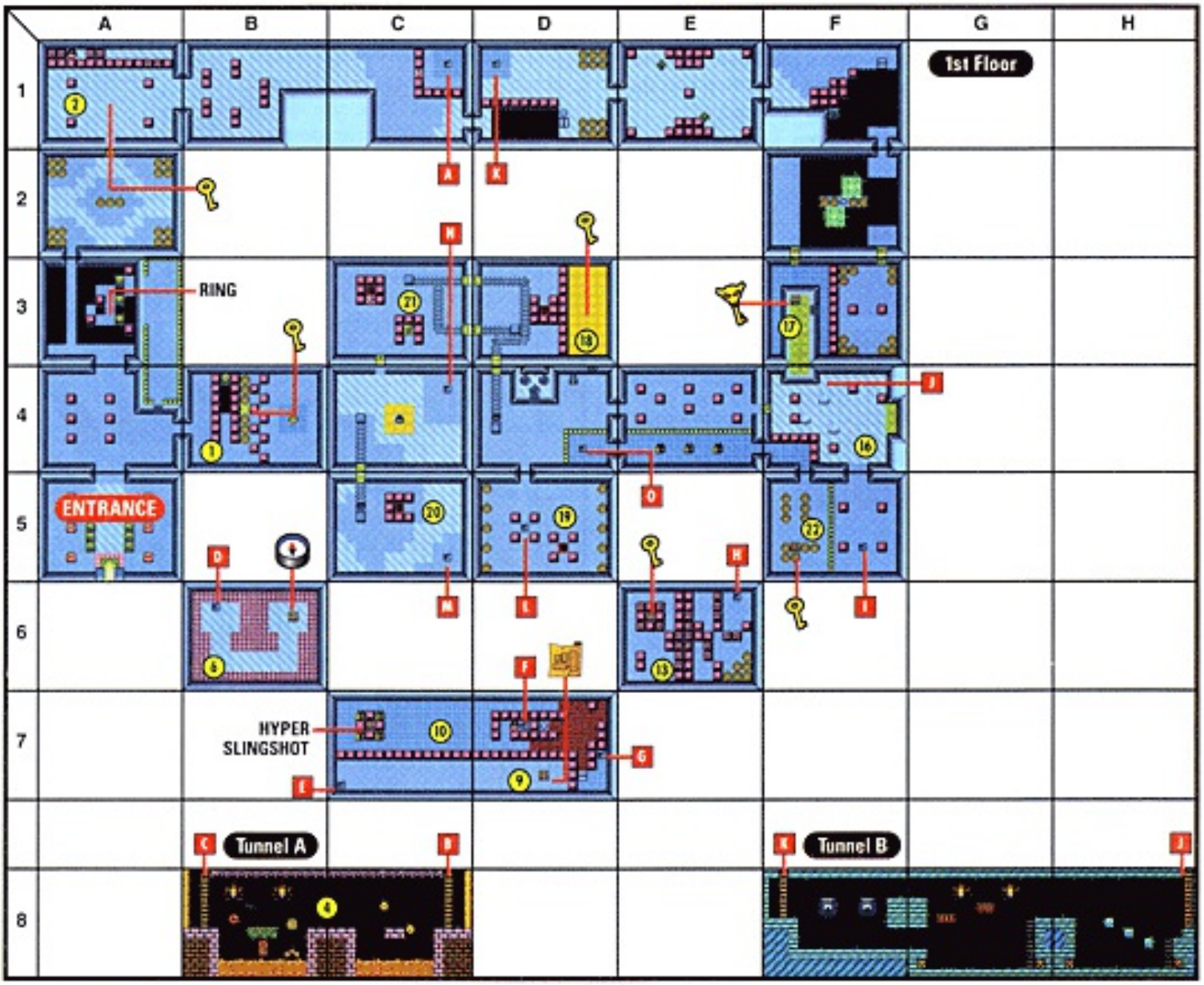
Dangers are duplicated in the fire and ice palace that is the Sword & Shield Maze. You'll slide over a slippery surface on the first floor and leap over lava pits in the basement. When you finally get your footing and make your way to victory, you'll get just what you need to begin the journey to Onox's Castle.

1 Seed Shot

The dungeon's first key is in room B4. You'll trigger its appearance by hitting the one-eyed statue on the other side of the narrow pit with a seed. Select your Slingshot, aim and fire. The key will drop between several pots. Pick them up, toss them aside and collect your prize.



The key is on the west side of room B4. The only way to get to the fairy on the east side is through C4.



2 Bombs and a Beetle

You'll encounter Gels and a Hardhat Beetle in A1. Use bombs to clear the way to an iron ball and crush the beetle with that ball. When all of the enemies are gone, you'll earn a key.

Swing your way through A2 and defeat the Gels in A1. Use the Magnetic Gloves to steer an iron ball into the Hardhat Beetle.

3 Maze Craze

The first basement chamber that you'll reach is a maze of narrow paths over a bottomless pit. A series of pots blocks the way. If you have the Noble Sword, you can smash the pots with a mighty swing. Otherwise, you can pick them up and toss them out of the way.

4 Make Like Mario

Tunnel A is a lava-filled chamber with flying fireballs and floating platforms. It's reminiscent of the tunnels in Mario's many adventures. Use the cape to leap from one platform to the next when the timing is right and climb the ladder when you reach the other side.

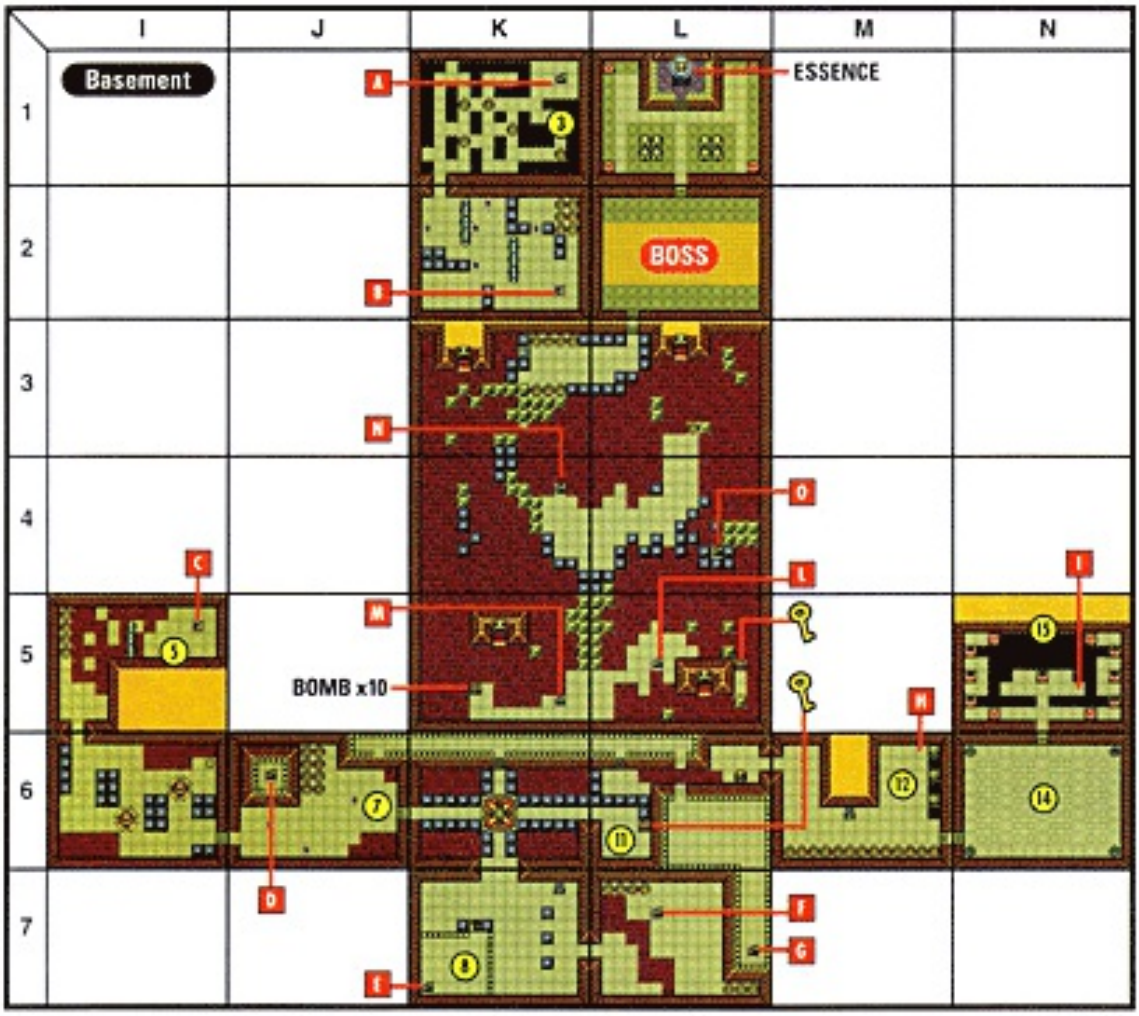
5 Leaping Lava

The jumping continues in I5, a room with a floor that is half lava and half stone. The most dangerous obstacle is a spiked roller that could push you into the lava. Use a Pegasus Seed and Roc's Cape to fly across the north end of the room, then go south when the roller is out of the way.

When you reach the west side of I5, go south when the roller goes east.

When you reach I6, you can jump over the big traps with Roc's Cape.

Draw the enemies in J6 toward you with the Magnetic Gloves and wipe them out with your sword.



6 The Legend of Zelda on Ice!

The compass is in room B6, an icy chamber with spikes on its perimeter. The enemies include a pair of beetles that you can flip with your shield. The problem is that you'll slide after the collision. When you make your way to the chest, you'll collect the compass.

7 Around and Down

When you first approach the turnstile in K6 from the west, it'll take you to the north side of the room. Go back to J6 on the raised platform, then climb down and go into K6 again. You'll be southbound.

8 Patience Pays

The Armos Statue in K7 blocks the southeast corner of the room. The only way to make it move is to keep perfectly still for a few moments. If it still doesn't move, leave the room, come back and try it again.

9 The Magic of Magnets

The only way to bridge the lava gap in D7 is to use the Magnetic Gloves to move an iron ball onto the bridge trigger. Make sure that the polarity of the gloves and ball are the same when the ball is over the lava. After the ball clears the blocks, it'll move north so that it is lined up with the switch.

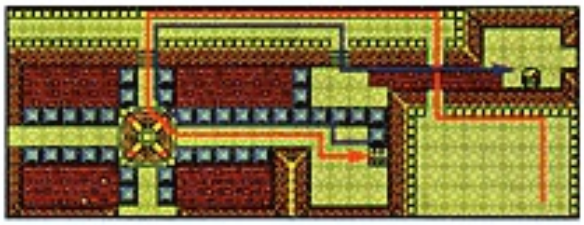
10 Guarded Treasure

In room C7, you'll find a treasure chest that is surround by Armos Statues and blocks. Wake up the statues and hit them each with two Boomerang tosses. Push the bottom block out of the way and collect the contents of the chest—the Hyper Slingshot.

Draw the Armos Statues away from the treasure chest and grab the Hyper Slingshot, then move on by crossing the bridge in D7.

11 Key Play

The treasure chest in L6 holds a key. You can get to the chest and collect the key by cutting through K6. Follow the red path then the blue path shown below to make your way to the prize.



12 Triple Shot

You'll find the Hyper Slingshot on the north side of C7. With it, you can shoot seeds in three directions. Put that new power to the test in room M6 by hitting all three one-eyed statues at once. A set of stairs will appear after a successful shot.

13 Have a Blast

Many of the blocking bricks in room E6 are cracked, a sure sign that you can break them away with bombs. You'll find a load of bombs in vases in the southeast corner of the room. Use them to blast your way to the treasure chest, then collect a key.

14 Fire and Ice

The Sword & Shield Maze miniboss, Frypolar, is a floating spirit that has two states—hot and cold. When it is surrounded by fire, hit it with a Mystery Seed from your Slingshot. Contact with the seed will make it go cold. Hit the spirit with an Ember Seed when it's surrounded by ice. That will cause it damage.

Mystery Seeds make the miniboss change states. When it's cold, you can damage it with Ember Seeds.

15 Let the Fire Fly

There are seven torches in room N5—three on the west side, three on the east side and one in the middle. If you can light all of the torches without letting any of them burn out, a set of stairs will appear. Use the Hyper Slingshot, loaded with Ember Seeds, to light them three-at-a-time.

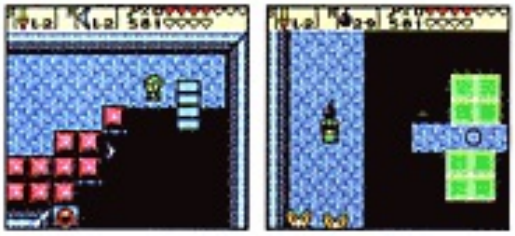
16 Ice Block Arrangement

When you push any of the three ice blocks in F4, they'll slide on the floor until they collide with an obstacle. To make a set of stairs appear in the room, you must push the blocks so that they fill the three marked spots on the east wall. Follow the paths shown below to accomplish that goal.

17 Slippery Staircase and Floor

The path to the Boss Key is paved with ice. Tunnel B starts with three floating ice blocks that are set in a staircase pattern. The best way to get to the top is to hop from one block to the next without stopping. If you stall, you'll slide and probably fall. When you get out of the tunnel, continue to F3 and watch your step.

In the tunnel, hop from one floating ice block to the next without stopping. When you get to the surface, try to avoid sliding traps.



Steer the Magic Boomerang so that it hits the switch in F1. Defeat the enemies in F2 to open the southwest door.

18 Follow the Leader

After you break through a weak section of the north wall in D4, you'll watch a spirit float on a path through the east part of D3. Follow the spirit's path while swatting away flying enemies in the room to trigger the appearance of a dungeon key.

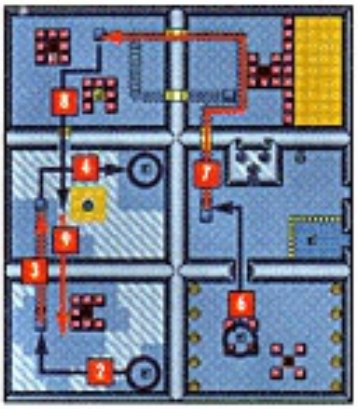
19 Ice Delivery

You'll find a treasure chest in L5, on the other side of an expanse of lava. The only way to get to the chest is to cool down the lava. Carry a chunk of ice from D4 to D5 and toss it into the hole in the floor. That'll harden the lava in L5 and give you a path to the prize.

20 Cooler Corner

There are three more places where you can toss ice into holes and cool the lava below. The next place where you should toss ice into a hole is the southwest corner of room C5. Follow the diagrams below to find out how to carry ice to that hole.

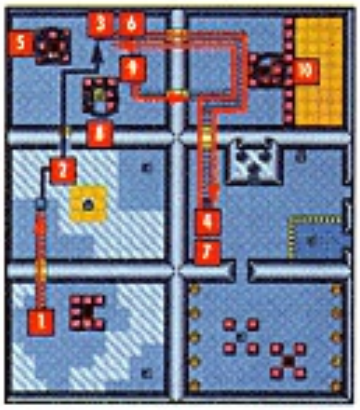
→ WALK → MINE CART



While you follow the path in the diagrams to the left and below, pick up a block of ice in room D4 (before you ride the mine cart on path 7) and take it to the hole in C5.

21 Continue to Cool

After you've tossed ice into the hole in C5, follow the paths shown in the diagram below to pick up more ice in D4 and toss it in the holes in C3 and D3. When you're done, you'll be able to walk on the lava pit below, all the way to the Boss Door.



→ WALK → MINE CART

With two patches of lava cooled down, you have two more to go. Follow the paths shown in the diagram to the left to collect ice in D4 and toss it into the holes in C3 and D3. At points 5 and 10, throw ice in the hole. At point 8, hit the switch.

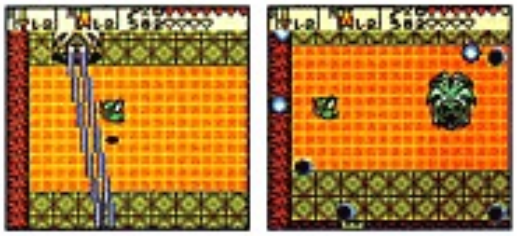
22 One Last Key

When the lava floor has completely cooled down, take the stairs in L4 to the southeast corner of D4 and travel east to the west side of F5. There, you will find the last key that you'll need before you can find and fight the Sword & Shield Maze boss.

Dungeon Boss

MEDUSA HEAD

The leader of the Sword & Shield Maze has two states—one that makes it look like a sword and one that makes it look like a shield. The key to defeating the beast is to avoid its attacks while it is in either of those two states and to hit it with your sword when it is in-between states. Leap over the fireballs and lasers that it fires and take a swing at the beast when it is momentarily frozen in the middle of the room.



Jump over the boss's laser and fireball attacks and counter with a swing of your sword when it stops for a moment in-between states.

After Level 8

ONOX'S CASTLE

With the eight Essences of Nature and the great Maku Tree on your side, you can enter Onox's Castle and finally battle the power-hungry general. Onox has Din, who is frozen in a crystal state, and will try to use her as a shield against your attacks. Don't let him get away with it.

Your Key to the Castle

After your victory in the Sword & Shield Maze, return to Horon Village and meet with the Maku Tree. The wise old wood will thank you for your heroic deeds and give you the one thing that can cut through the magic that surrounds Onox's Castle—a Maku Seed. Take it to the gate in area B2 of the Holodrum map and go north.

The Maku Tree will give you the Maku Seed. When you take it to the area around Onox's Castle, it will release the Essences of Nature.

Face off with an Old Foe

When you enter Onox's Castle, you'll find fairies and flying tiles in the chambers that branch to the east and west, but Onox is due north. Defeat all of the enemies in every chamber and continue northward. In one of the chambers, you'll battle the facelike miniboss of Snake's Remains. Hit it with bombs.

A reprise of your battle with an old miniboss and a flurry of flying tiles are two of the dangers that you'll face in Onox's Castle.

Final Boss

ONOX

Onox, the General of Darkness, holds forth in the castle's throne room. The General will give you a short speech, followed by a long battle. Jump over the general's mace when it comes toward you, power up your sword and retaliate with a giant swing.

Onox is vulnerable to a powered-up sword attack only. Avoid his mace and hit him repeatedly.

After you do some damage to the general, he will try to use Din—surrounded by a huge crystal—as a shield. Swipe the crystal away with the Rod of Seasons and attack again.

Use the Rod of Seasons to get the crystalized Din out of the way, then attack the general again.

When you finally get the better of General Onox, the castle's throne room will collapse and you'll fall into a pit where you'll go head-to-head with a dragonlike version of the general. When the dragon slaps the ground, hop onto its hand and let it lift you up to within striking distance of the jewel on its forehead. That's the weak spot. Swing away!

ORACLE OF AGES

LABRYNNA
PRESENT

Places of Interest

BLACK TOWER		D4	pg. 114
RING SHOP		E3	pg. 66
NAYRU'S HOUSE		F2	pg. 70
SYRUP'S POTION SHOP		G3	pg. 66
GREAT MOBLIN'S PALACE		E1	pg. 89
BABY MAKU TREE		E2	pg. 64
FAIRY'S FOUNTAIN	D1	F1	
	G2	7F	

Dungeon Entrances

SPIRIT'S GRAVE	G5	pg. 68
MOONLIT GROTTO	F6	pg. 77
SKULL DUNGEON	B1	pg. 84
CROWN DUNGEON	F1	pg. 90
MERMAID'S CAVE	G2	pg. 96
JABU-JABU'S BELLY (underwater)	A6	pg. 104

Time Portals

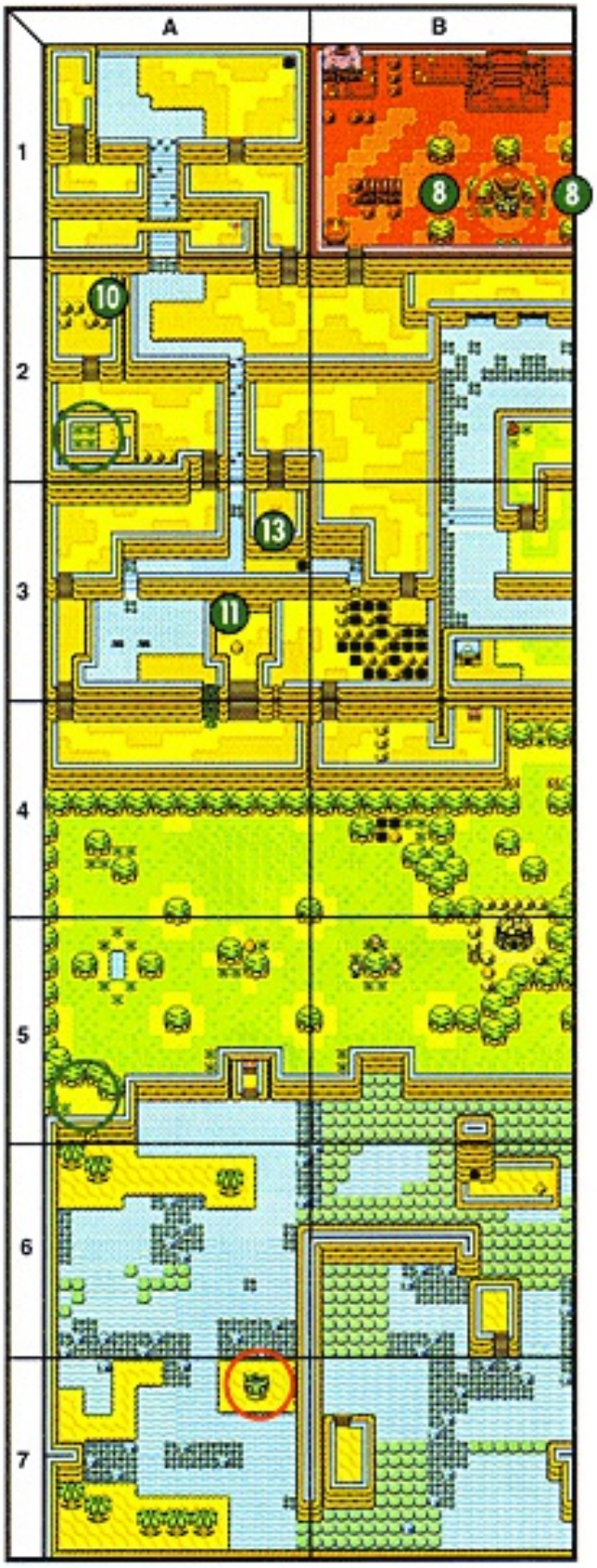
The numbers that appear on green circles point out the locations of Time Portals that will transport you to the past. The portals are numbered in the order in which you will reach them. To activate a Time Portal, play the Tune of Echoes while standing at the location.

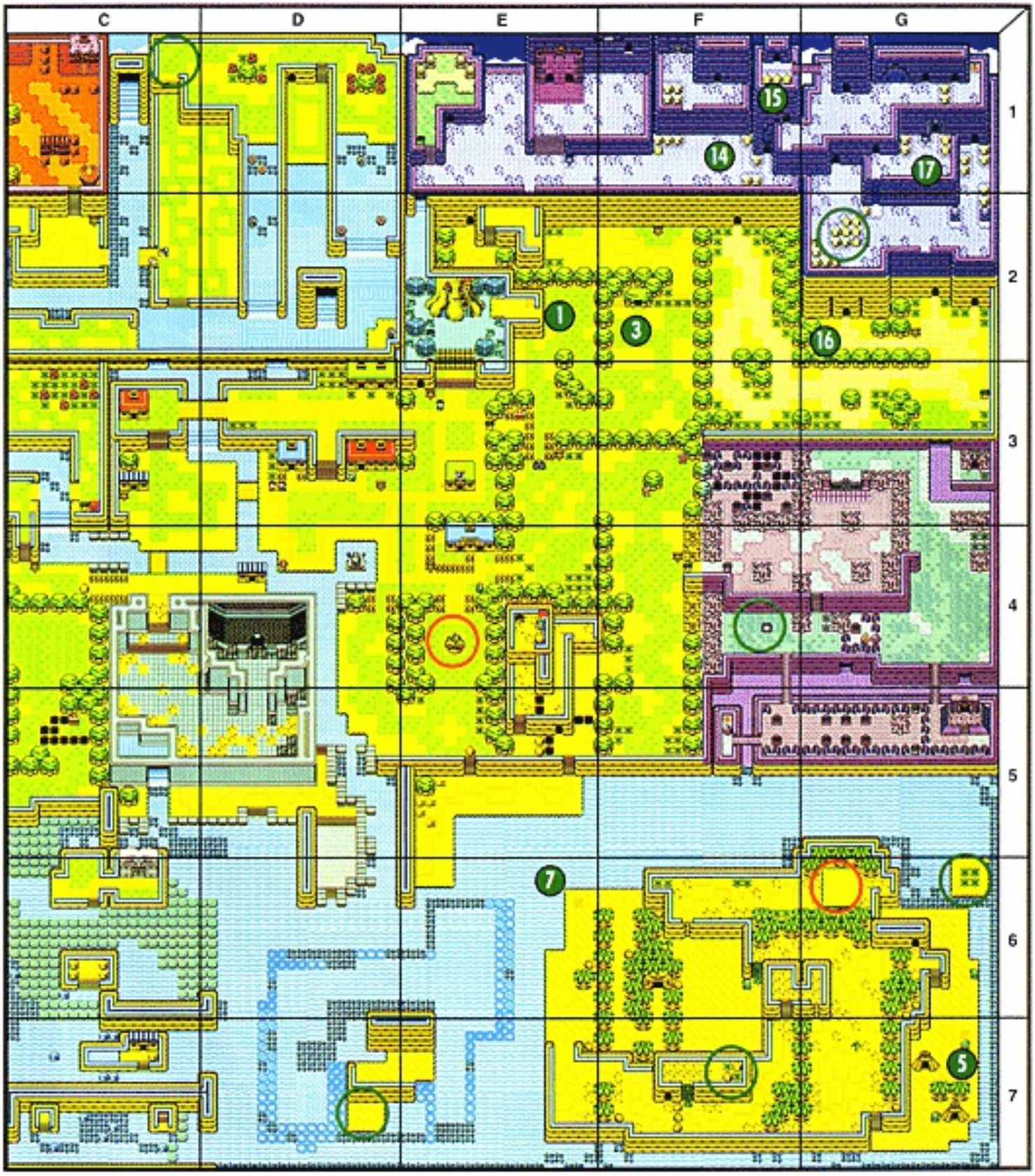
Seed Trees

GALE TREE	B1	A7
EMBER TREE		E4
SCENT TREE		G6

Planting Spots

Locations circled in green indicate patches of soft soil. Most of the planting spots are hidden, so try digging, moving rocks or cutting bushes to uncover the patches. If you place a Gasha Seed in the planting spot, a tree will grow and may bear a ring.

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LABRYNNA
PAST

Places of Interest

BLACK TOWER		D4	pg. 114
AMBI'S PALACE		D1	pg. 101
BABY MAKU TREE		E2	pg. 65
FAIRY'S FOUNTAIN	G2	B6	

Dungeon Entrances

WING DUNGEON	B5	pg. 72
MERMAID'S CAVE	G2	pg. 96
ANCIENT TOMB	G3	pg. 110

Time Portals

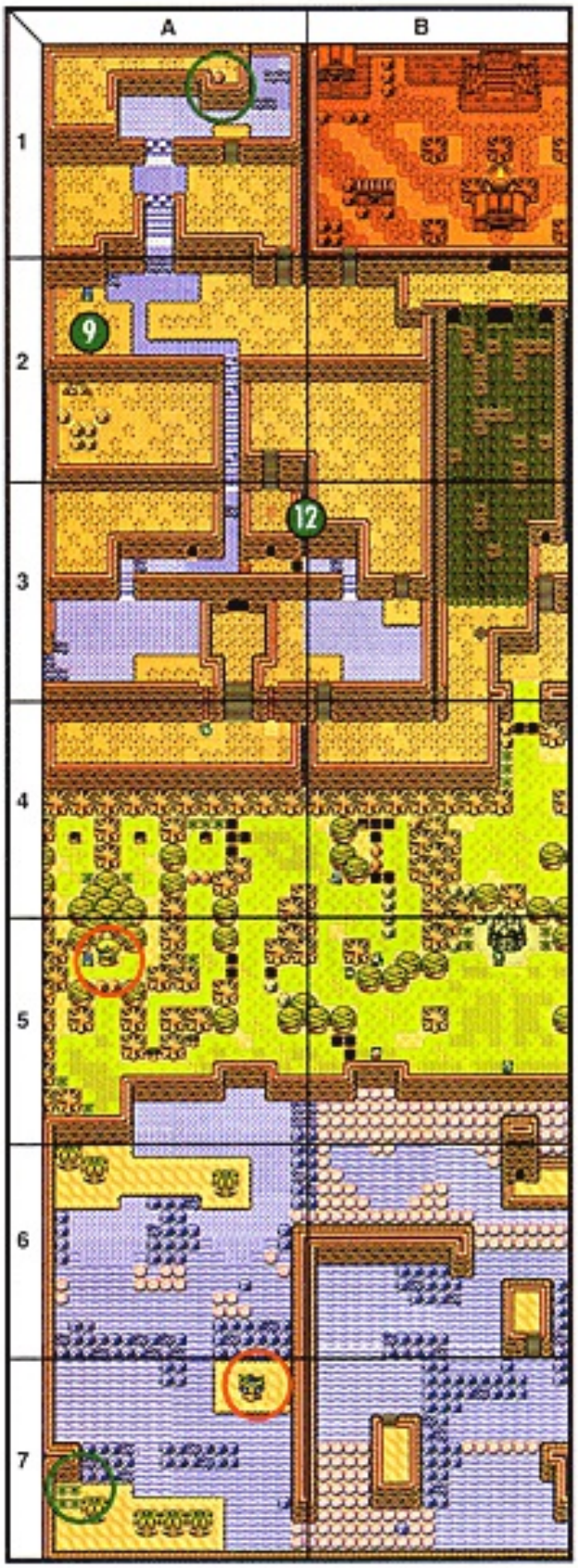
The numbers that appear on green circles point out the locations of Time Portals that will transport you to the present. The portals are numbered in the order in which you will reach them. To activate a Time Portal, play the Tune of Echoes while standing at the location.

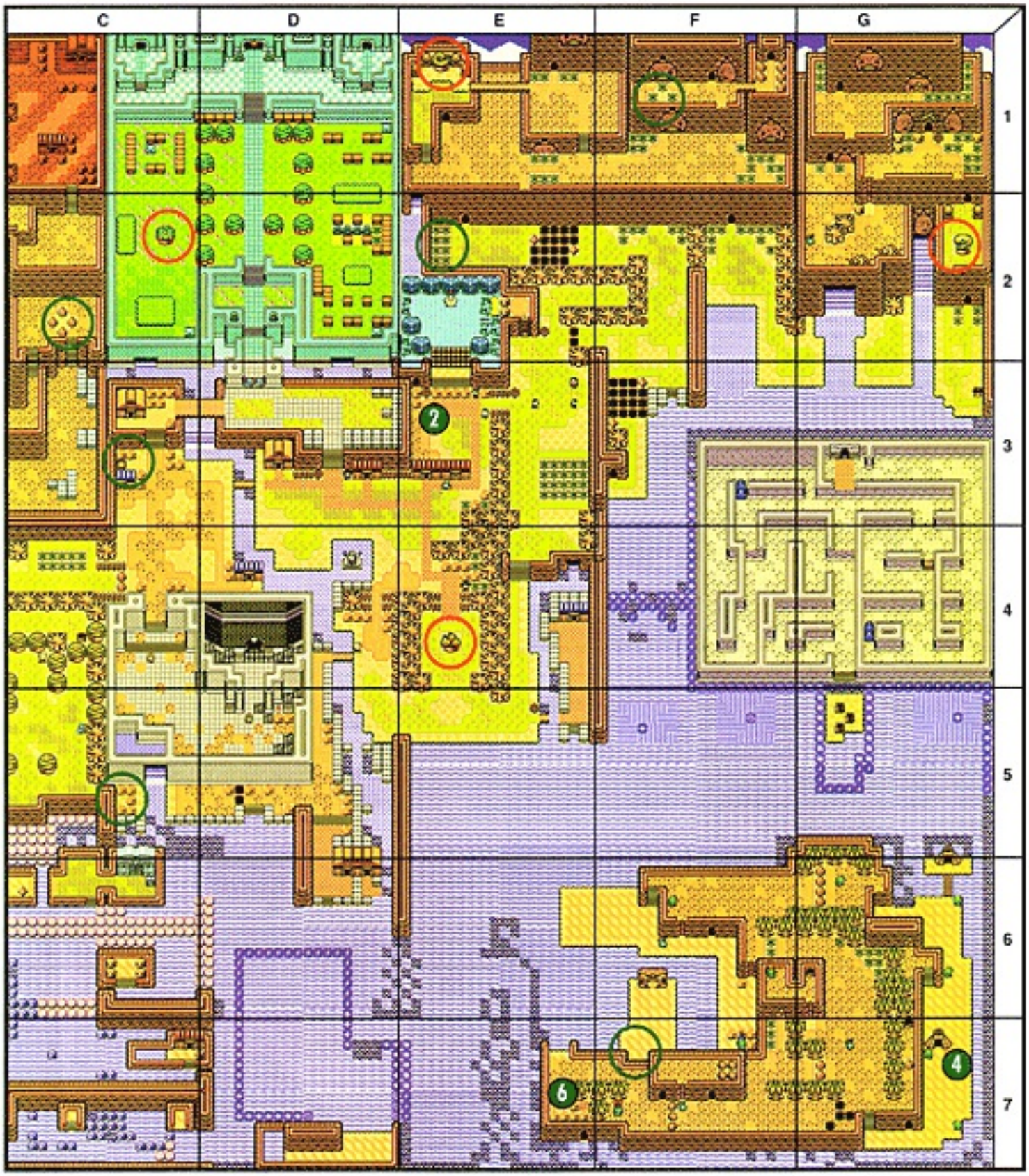
Seed Trees

PEGASUS TREE		E1
SCENT TREE		C2
MYSTERY TREE	G2	A5
EMBER TREE		E4
GALE TREE		A7

Planting Spots

Locations circled in green indicate patches of soft soil. Most of the planting spots are hidden, so try digging, moving rocks or cutting bushes to uncover the patches. If you place a Gasha Seed in the planting spot, a tree will grow and may bear a ring.

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Before Level 1

LYNNA CITY & YOLL GRAVEYARD

Called upon once again to fulfill his destiny as a true Hyrulean hero, Link finds himself magically transported to the world of Labrynna. An evil sorceress schemes to plunge the peaceful land into dark times, and Link must travel through the ages to stop her before she permanently rewrites history.

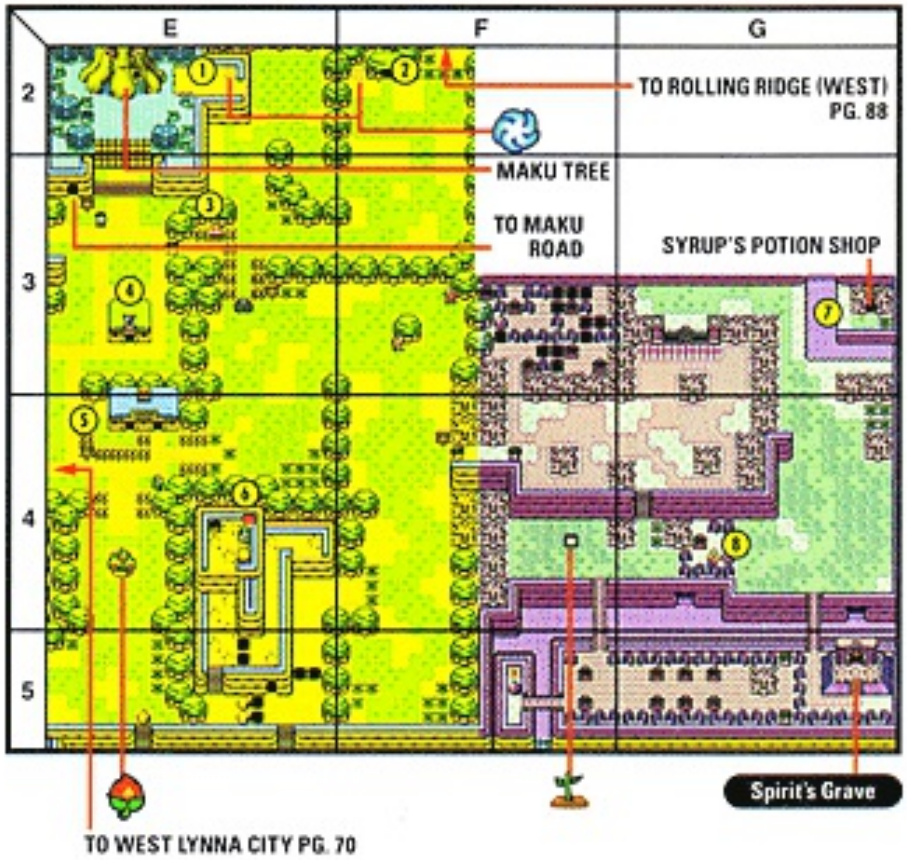
Times Are Changing

Head north and answer the cry for help to save Impa, the nurse of Princess Zelda of Hyrule. Escort Impa to the stone with the triangle on it and push it out of the way. Head north up the path, then speak to the bear after talking to all the animals gathered around Nayru, the singing girl. After sorceress Veran possesses Nayru and travels back through the ages, Impa will entrust you with a sword so you can rescue the singer who turns out to be the Oracle of Ages. If you're using a password from Oracle of Seasons, Impa will give you a shield instead (a sword will already be in your inventory).

Push the stone out of the way, then lead Impa to Nayru. Veran will interrupt the singer's performance and use her magic to possess the Oracle of Ages.

After Impa gives you the sword, chop the plants blocking the path at area E4 on the map below. Follow the road to Lynna City, then head north to meet the Maku Tree.

PRESENT: EAST LYNNA CITY & YOLL GRAVEYARD



Back in Time

While you are in the present talking to the Maku Tree, Veran will be in the past rewriting history so that the tree will no longer exist. When the tree vanishes before your eyes, leave through the exit on the right. Ralph will meet you on the other side, and the square patch on the ground next to him will turn into a swirling, blue Time Portal. Enter it to travel 400 years back in time.

Can You Dig It?

In the past, Lynna City is merely Lynna Village. The tiny town is just beginning to grow, and Queen Ambi has ordered her workers to build the Black Tower. Rubble from the construction site peppers the village, and a few clumps block the entrance to the young Maku Tree. To dig your way through the mess, talk to the foreman in the tower's construction site to get a shovel.

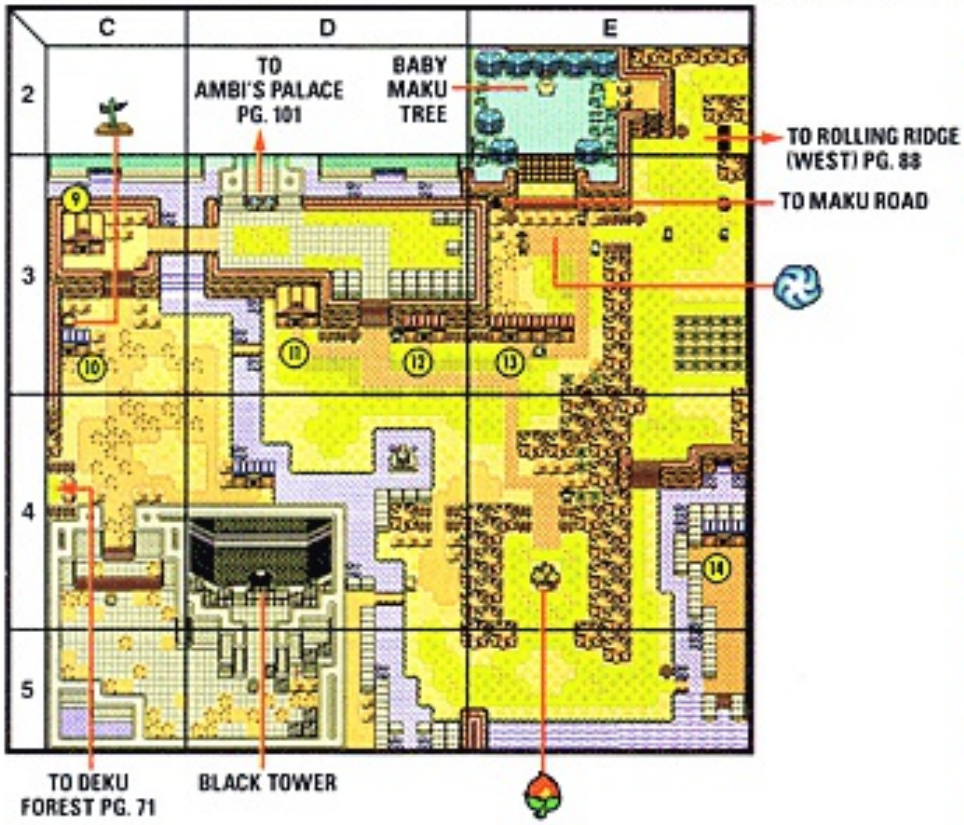
In the tower, talk to one of the hard hats who has a clipboard to receive a shovel. Use the shovel to dig away the mound of dirt that blocks the cave entrance to Maku Road.

On the Road Again

On Maku Road, you'll learn some basic puzzle-solving steps that will help you in the dungeons. By pushing blocks, you can open up barricades or cause doors to open. You can also step on floor buttons to open doors or summon items, such as the key for the west room.

When you step on the button, a key will appear. Use it to open the locked door. Behind it, you can find a Piece of Heart (for more info on Pieces of Heart, turn to page 119).

PAST: LYNNA VILLAGE



Save a Tree

Since you're in the past, Maku Road will lead you to the Maku Tree when she's just a wee sapling. If you defeat the Moblins that are trying to chop her into firewood, the baby Maku Tree will promise to repay you once she grows up. Visit her in the present by entering the Time Portal that will appear south of her. In the present, the grown Maku Tree will make good on her promise by rewarding you for your past deed with a Seed Satchel filled with Ember Seeds.

Save the Maku Tree in the past, then visit her in the present to learn of the eight Essences of Time you'll need to defeat Veran. Prepare yourself by buying a shield at the shop.

To the Spirit's Grave

The first dungeon is the Spirit's Grave, which rests in Yoll Graveyard in the present. Using your Seed Satchel, sprinkle fire-starting Ember Seeds on the scrawny trees that block the path to the graveyard. Once inside, head to G5 on the map on page 64 and torch the southern tree that grows over a hidden staircase. Descend the steps and light the two square braziers to scare up the Graveyard Key.

The short trees are flammable, so you can get them out of your way by sprinkling them with Ember Seeds from your Seed Satchel. Beyond the trees is the graveyard.

A dark room lies beneath the lower flammable tree west of the entrance to the Spirit's Grave. Place an Ember Seed in the room's two square braziers to summon the Graveyard Key. Use the key to unlock the cemetery gate, then make your way to the entrance to the Spirit's Grave.

① Time Portals

Link must explore Labrynna during the present day and 400 years in the past. The swirling blue warps known as Time Portals will transport you between the ages, but you must activate them first. Inactive Time Portals appear as jagged brown squares with circles in them—like the one that is located next to Nayru's House. To activate a Time Portal, play the Tune of Echoes on your harp.

After completing the first dungeon, the Spirit's Grave, you'll receive the harp and learn the Tune of Echoes. Play the song in front of a sleeping Time Portal to activate it.

② Nayru's House

Impa house-sits for the Oracle of Ages while Nayru is missing. The only time you'll need to visit Impa in Nayru's House is after you've completed the first dungeon, the Spirit's Grave. If you visit her, you'll be able to find the Harp of Ages.

③ Torch the Tree

Small trees, like the one that grows at point 3 in area E3 in the present, are flammable. Burn down the tree with an Ember Seed, then step across its ashes to walk down the new path you've opened. At the other end is a chest containing 30 Rupees.

④ Vasu Jewelers

At the ring shop, Vasu will appraise your rings and tell you about their special powers. The first time you speak to him, he'll teach you about rings and give you a Ring Box and the Friendship Ring.

⑤ Behind the Shop's Fence

Lynna City's present-day shop has two entrances, but a fence encloses one of them. Once you've learned the Tune of Currents, play it in the past while standing at the shop's future site. When you emerge inside the fenced-off area, head for the store's bottom floor to shop for items like a Piece of Heart and an upgraded Ring Box.

In the past, stand exactly where Link appears in the left screen shot. When you play the Tune of Currents, you'll be able to access the shop's fenced-off entrance.

⑥ Tingle

As soon as you meet Ricky the kangaroo, you can let the marsupial's legs hop you to the ledge where Tingle hangs out. Using your own legs, jump in the air and swing your sword until you pop Tingle's balloon. When the mapmaker comes crashing down, he'll give you the Island Chart, which maps the seas to Crescent Island. Revisit Tingle after completing the Crescent Dungeon by using your Seed Shooter to cross his nearby cave. At your second meeting, Tingle will upgrade your Seed Satchel.

⑦ Syrup's Potion Shop

If you're toiling with trouble, the witch's Magic Potion will save you on the double. Syrup the Great Witch brews Magic Potion that will replenish all of your hearts the second your life meter bottoms out. She sells the pick-me-up for 300 Rupees and it's well worth the price, so slip on the Mermaid Suit or Zora's Flippers to swim to her shop.

⑧ The Trading Sequence Begins

By trading a sequence of items, you'll eventually upgrade your sword to the powerful Noble Sword. Page 118 details the complete sequence, and you can perform the first step in Yoll Graveyard once you've found the Power Bracelet in the first dungeon.

⑨ Pippin's House

Rupees don't grow on trees, but rings do. The trees that sprout from Gasha Seeds will often have a ring in their branches, and Pippin knows all about them. In the past, pay Pippin a visit. The Gasha guru will tell you about the seeds and give you one for free.

10 The Hand in the Toilet

Many characters from The Legend of Zelda: Majora's Mask appear in Labrynna, and the hand in the toilet is one of them. All it wants is to get its fingers on some paper, and the postman's Stationery will do the trick. If you hand it over, you'll receive the Stink Bag in return.

11 Dekadin's House

Dekadin is all doom and gloom, and he broods by his lonesome self in his dark house. As part of the trading sequence, you can lighten things up by entertaining him with something you can learn from a Lynna City comedian.

12 Post Office

The postman is the second character you'll need to meet for the Noble Sword trading sequence. Since speedy deliveries are all the postman has on his mind, give him the Poe Clock you received in Yoll Graveyard in exchange for his Stationery.

13 Target Practice

For 10 Rupees, you can take a swing at the target practice game to win prizes. Use your sword like a baseball bat and try to hit the ball into the blue targets only. If you miss, fail to swing or hit the wrong color target, you'll lose points. One game lasts for 10 pitches, and if you score 350 points or more, you'll win a random ring.

Shoot for the blue targets only. To hit the ball at an angle, swing your sword while standing to one side.

14 Cheval's House

For most of his life, Cheval has been tied up trying to invent a rope that won't rot or weaken in water. See how his work is going by visiting him right after you've finished the second dungeon. By using Roc's Feather from the Wing Dungeon, you'll be able to jump across Cheval's broken dock and enter his house. After you've talked to him, Ralph will intercept you as you exit. The clue Ralph gives you will help you find the Cheval Rope and Zora's Flippers, which you'll need to reach the third dungeon.

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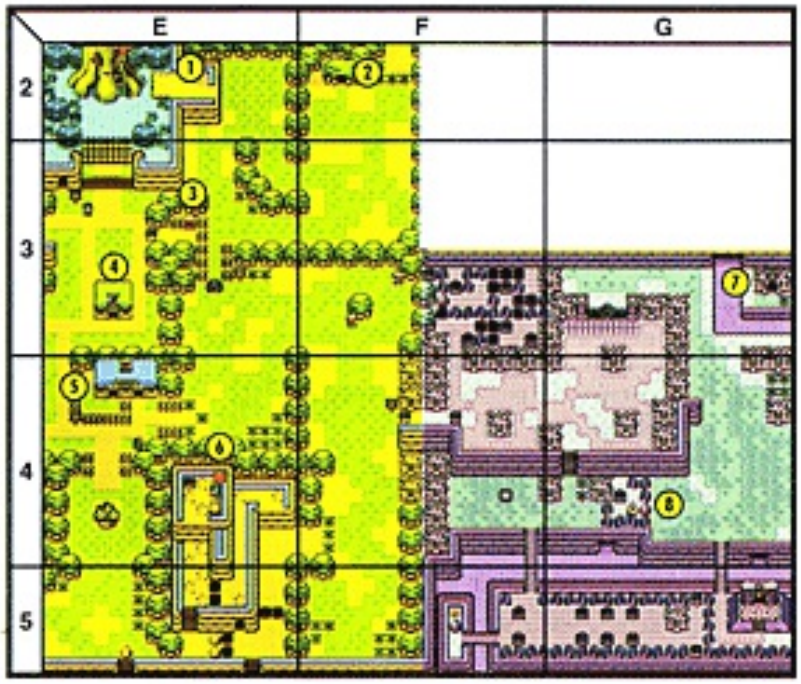

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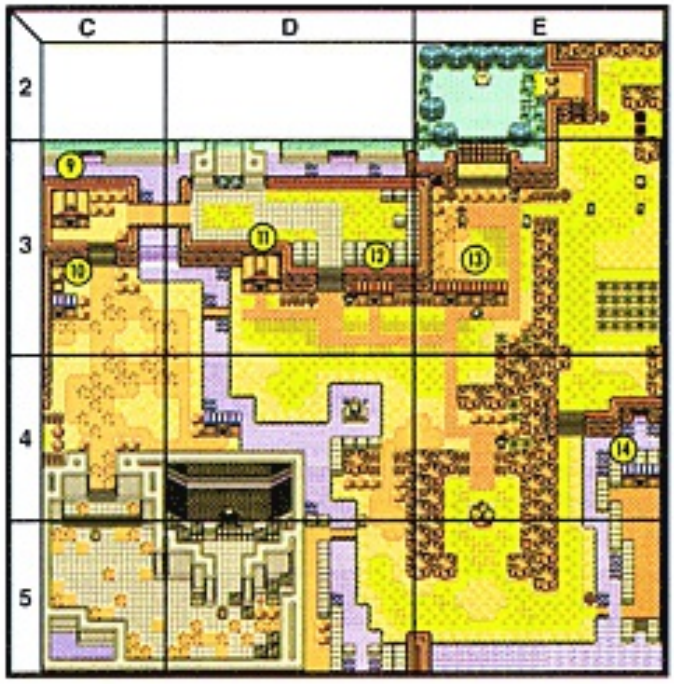


Level 1

SPIRIT'S GRAVE

According to the Maku Tree, the eight Essences of Time scattered throughout Labrynna will help you stop Veran and her plot to enshroud the world in an age of darkness. You will earn one of the sacred items upon completing each dungeon, and the haunted Spirit's Grave is the resting place of the first essence in your quest.

1 Blocked Out

A triangular formation of blocks seals off the exit in D7. The block at the tip of the triangle is the only one that you can move, so slide it to the left or right to open the barricade and expose the exit.

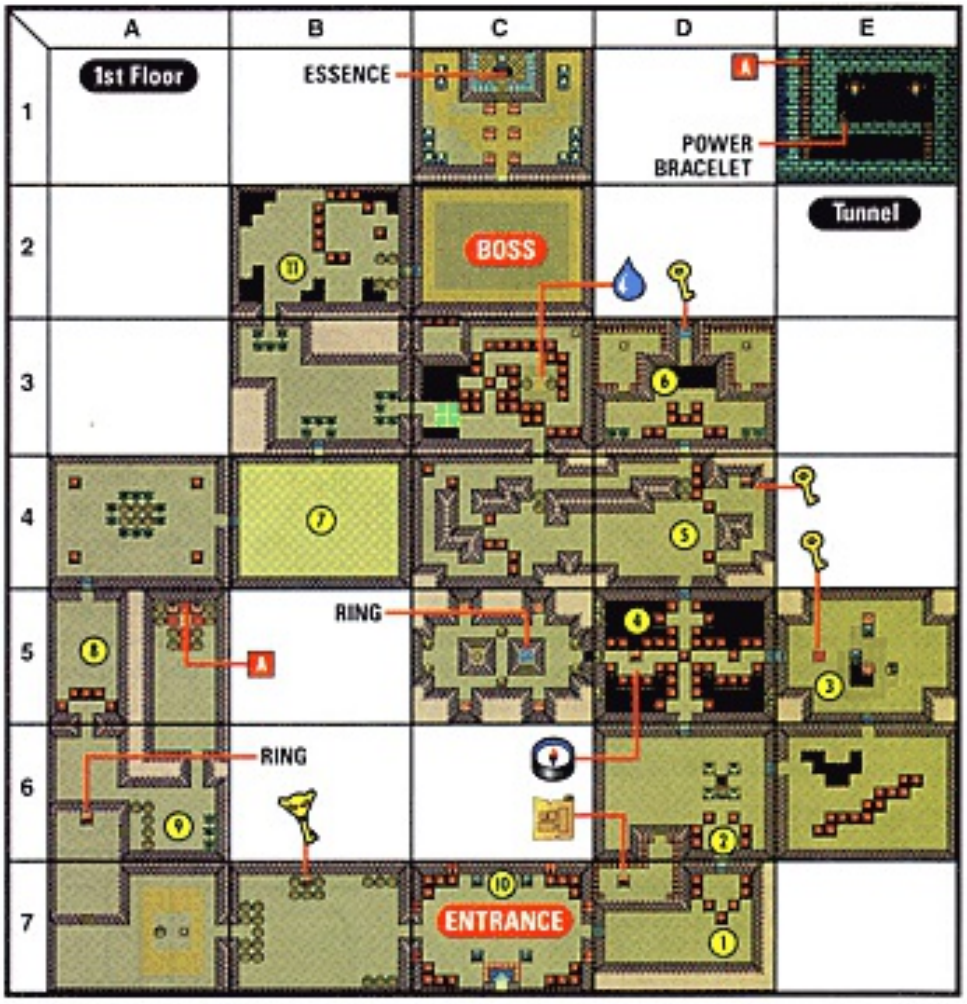
Three Gels patrol room D7. If you hit a Gel, it will split into two smaller blobs. By repeatedly slashing at a Gel, you can defeat the Gel and its tiny offspring before they can spread out and gang up on you.

2 Roll On

Push the cube straight ahead so that it lands in the square pit. When the cube falls into place, it will land blue-side up and cause the four blue braziers to ignite. Once all four are ablaze, the exit will unlock.

The color that the cube displays when it lands in the pit will determine whether it unlocks the door. In room D6, simply roll the die straight ahead. In later dungeons, die rolling will require more steps.

Climb the ladder in the south end of the room to reach the ledge. Follow the ledge to room D7, where you'll find the treasure chest that contains the map.



3 Ghostbusting

A ghost haunts room E5. Lay it to rest with a few slashes from your sword, then pocket the key that appears. Make your way back to room D6 and solve the die-rolling puzzle again so that you can enter room D5 from the south.

4 Compass and Ring

Push the central block up and out of your way so you can access the western half of the room. Open the treasure chest to find the compass and toss an Ember Seed on the western wall's grassy curtain to reach a hidden room.

Face the western dead end, then throw an Ember Seed to reveal the passage to C5. In the hidden room, stand on the button to summon a chest containing a ring.

5 Pushing and Shoving

After defeating the two bats, push either of the blocks that are pointed out in the first screen shot below. Retrieve the key from the treasure chest, then head west. In room C4, rearrange the blocks according to the second screen shot below. Once you've cleared away the barricade, follow the passage to the north doorway in room D4.

Push the blocks according to the arrows in the screen shots. In D4, you'll need to move one of the blocks only. In C4, you must move both blocks. Start with the bottom one.

6 The Third Key

Walk over the buttons in the upper-right and upper-left corners of the room. Reach either corner by rearranging the entryway blocks according to the left screen shot below. Once you've cleared a path, head for the button on the right to make a sliding platform appear above the pit. A chest will appear on the other side if you've hit the left button.

Move the five blocks according to the left screen shot so you can reach the two buttons in the back of the room. Hit both of them to bag a key.

7 Giant Ghini

The locked door in B3 leads to a lair possessed by the Giant Ghini. Three smaller spirits circle the specter, and they'll attach themselves to you like Gels if you don't fend them off. Slash at the spooklings and Ghini with your sword until you've exorcised the room of all the spirits. A warp at C7 will materialize in the room after you've busted the ghosts.

You won't have a ghost of a chance unless you constantly swing your sword to keep the smaller ghosts at bay.

8 Power Bracelet

Move the blocks marked with red arrows in the left screen shot below first. Push the block marked with a blue arrow next, then enter A6. Leave A6 through its doorway in the upper-right so you can enter the eastern half of A5, then fire up the braziers.

Move the blocks marked with red arrows first. In the eastern half of A5, place Ember Seeds to reach the Power Bracelet. Wear it to carry heavy objects like pots.

9 Heave-Ho

Put a little muscle into things by wearing the Power Bracelet. The strength-boosting accessory enables you to heave pots over your head, so you can move the ones that block your way to the ladder in A6 and the Boss Key's treasure chest in B7.

Wear the Power Bracelet to move the pots blocking the ladder. Climb onto the ledge and follow it south. In A7, push the pot onto the button. Enter B7, then move the pots to reach the Boss Key.

10 Warp to B4

Once you've nabbed the Boss Key from B7, return to the entrance at C7. A flower-shaped warp will be in the room, and it will provide a shortcut to room B4. Use the teleporter, then head north to reach room B2.

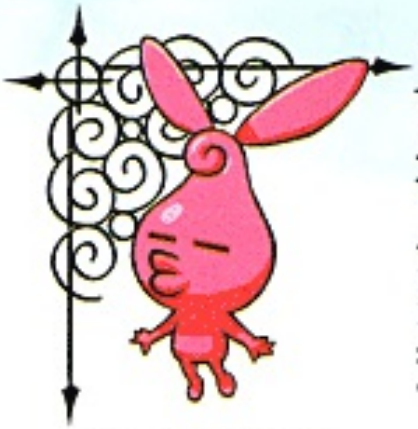
11 Hand-Picked

Make a mad dash for the locked door to the right before the Wallmaster hand descends and plucks you off the ground. You can defeat the hand with your sword, but if it catches you in its grasp, it will return you to the entrance at C7. Repeat step 10 if you're grabbed.

Dungeon Boss
PUMPKIN HEAD

Arm your sword and equip your Power Bracelet to battle Pumpkin Head. Hit the Halloween hooligan's torso until its body disappears. Using your Power Bracelet, pick up the pumpkin to expose the ghost that had retreated into the jack-o'-lantern. Toss the head across the room, then slash the spook before it can rejoin its orange, smiley-faced head.

To smash the pumpkin, attack its body. When only its head remains, pick up the jack-o'-lantern and throw it as far as you can, then attack the glowing ghost.



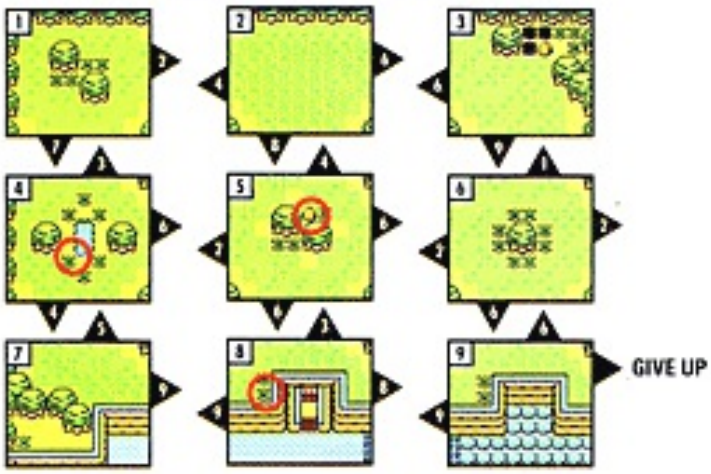
Before Level 2

FAIRIES' WOODS & DEKU FOREST

In the present, the Fairies' Woods borders West Lynna City. In the past, the Deku Forest borders the town. Patrolled by monsters, the Deku Forest is the most dangerous of the two wooded areas, but the Fairies' Woods is no walk in the park—especially when mischievous fairies have rearranged the landscape.

Finding Fairies

In the Fairies' Woods, three fairies play hide-and-seek with you. The pixies have jumbled up the forest's layout, so refer to the chart below to navigate the maze. Follow the exit arrows—your destination will match the number in the arrow. Work your way to areas 4, 5 and 8, where you'll find the fairies hiding in the red circled areas.



Harp of Ages

After you've found the three hiding fairies, pick up the rock in front of the cave at B5. The cave will collapse, but you can find the secret to entering it if you head to Nayru's House. Inside, push the statue that's behind Impa, then enter the chute it was blocking. Go downstairs to find the Harp of Ages.

Deku Forest

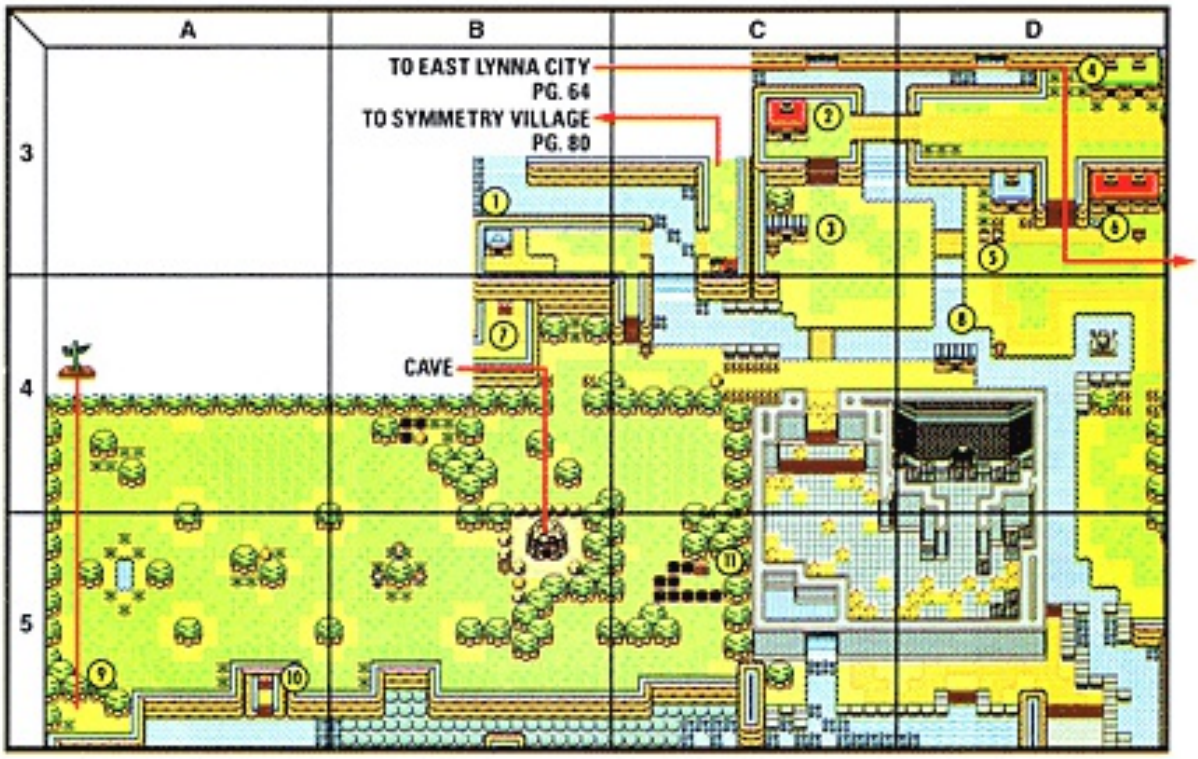
The Tune of Echoes is the only song you'll know how to play on the Harp of Ages, and it will activate the Time Portal just outside Nayru's House. Play the song and warp back in time. Enter the Deku Forest (known as the Fairies' Woods in the present) and burn the tree at A5 on page 71.

Fit for a Queen

Queen Ambi wants Mystery Seeds. Find them by heading down the stairs at the green A on page 71's map. If you take the south set of stairs in the underground, you'll surface at the green B on the map. Follow the path to the large tree and pick its Mystery Seeds. As you leave, a castle guard will meet you and take you to the queen.

In return for the Mystery Seeds, Queen Ambi will give you bombs. Place one of them in front of the cave in the past.

PRESENT: WEST LYNNA CITY & FAIRIES' WOODS



1 Happy Mask Salesman

Though he plays a small role in your adventure, the Happy Mask Salesman will help you reach a big-ticket item. If you offer the master of disguise the Tasty Meat that you'll find on your way to the third dungeon, he'll give you the Doggie's Mask.

2 Dr. Troy's House

In his youth, Dr. Troy was an adventurer who came face-to-face with many animals. The good doctor can tell you secrets and hints about the creatures in Labrynna, so talk to him repeatedly to hear new information.

3 Know-It-All Birds' Hut

A little bird can tell you a lot. In the bird house, the parrots know the ins and outs of the game, like how to use menus, maps, items and weapons. Talk to a bird to get it squawking on one of the subjects.

4 Bipin and Blossom's House

Bipin and Blossom are new parents, and you can help them name their bundle of joy. Bipin is also an expert when it comes to trees, and the self-proclaimed expert arborist will fill you in on planting Gasha Seeds to harvest rings.

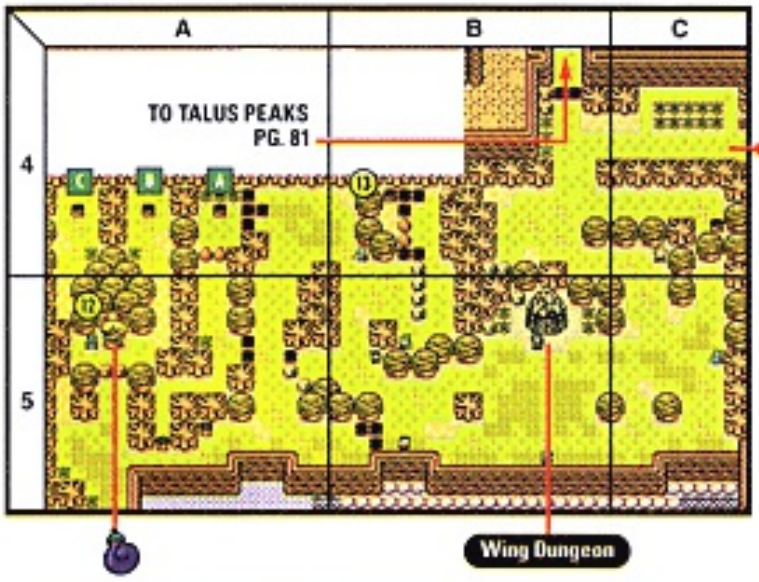
5 Funny Business

Hold on to your sides when you talk to the bow-tied man in fancy coattails. He works as a comedian, and one of his knee-slappers will be the perfect trading item for sad Dekadin in the past.

6 Mayor Plen's House

Mayor Plen of Lynna City has a ring locked away in a chest in his house. You can help yourself to it if you have the Long Hook. Fire it from the mayor's bedside into the pot across the way to reach the chest.

PAST: DEKU FOREST



7 The Foot of Restoration Wall

Rolling boulders tumble down the vine-covered cliff called Restoration Wall. You can reach the treasure chest at the foot of the wall by using the Tune of Currents to change the time and lay of the land.

8 Mamamu Yan's House

Mamamu Yan's dog is coyote ugly, but it's nothing a little canine couture can't fix. Help her out and complete a step in the trading sequence by giving her the mask from the Happy Mask Salesman.

9 Plant a Tree

If you have the Tune of Currents, you can reach a secluded area in the Fairies' Woods that's a prime planting spot for a Gasha Seed. In the past, stand in the corner shown below and warp to the present.

Stand in area A5 in the past and play the Tune of Currents or Tune of Ages. When you warp, you'll emerge behind the grove of trees that blocks a lone shrub. Cut it down to reveal soft soil for planting.

10 Treasure Ahoy!

To plunder the booty on the isolated section of beach, you must have the Mermaid Suit, Switch Hook and Tune of Ages. Approach the area from the Zora Village jetty (area A6 on page 60).

11 Leaps and Bounds

Roc's Feather will enable you to jump over pits, like the ones that surround the treasure in area C5 on page 70. Once you've plucked Roc's Feather from the second dungeon, hop to the prize.

12 Shield for Sale

The going price for a shield is 30 Rupees, but the Business Scrub by the green C on the map will sell one to you for 10 Rupees. Find the bargain by taking the stairs at the green A. Climb back to the surface using the west staircase to emerge at the green C, where the Scrub will give you a deal.

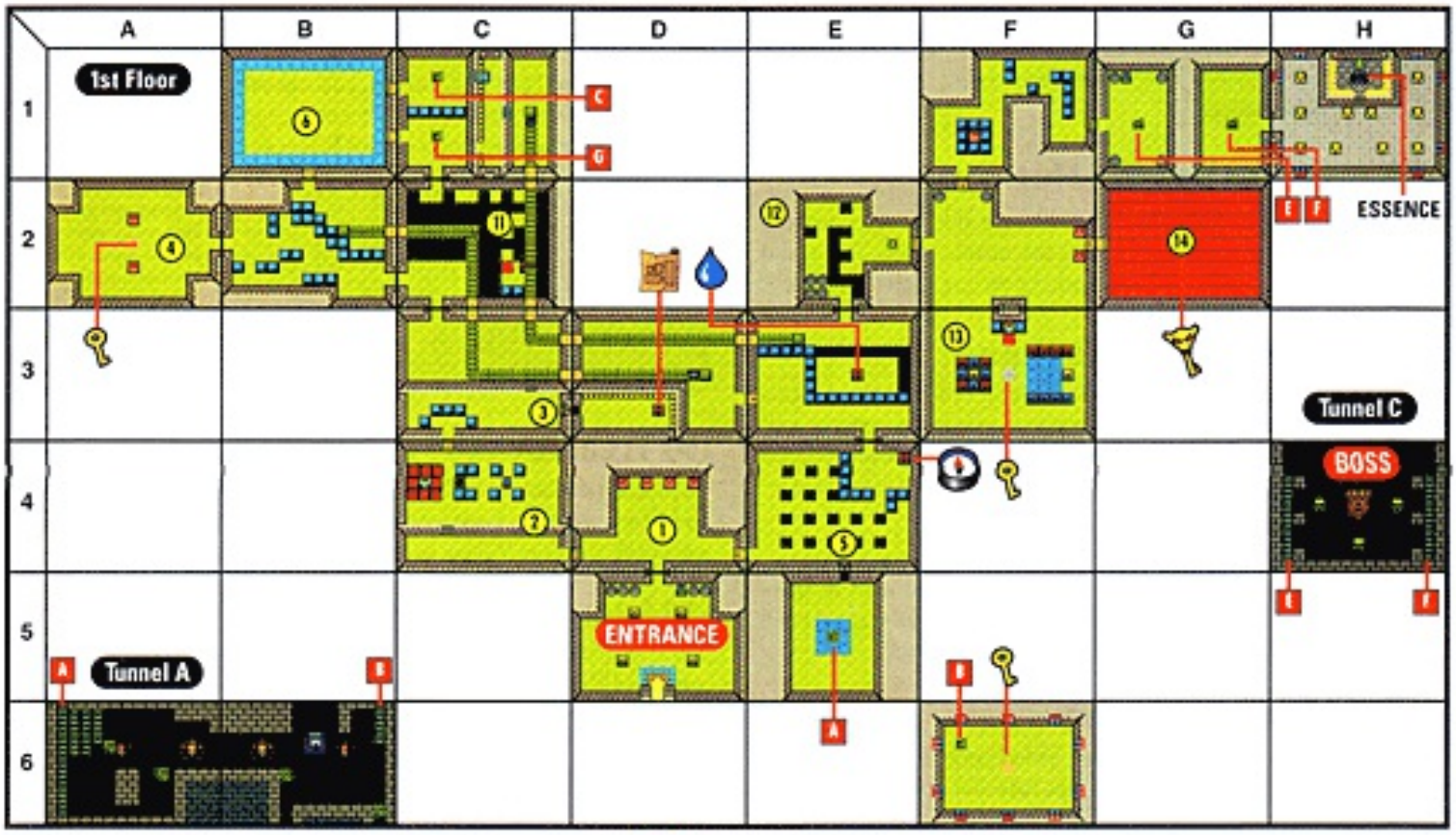
13 Underground Seed

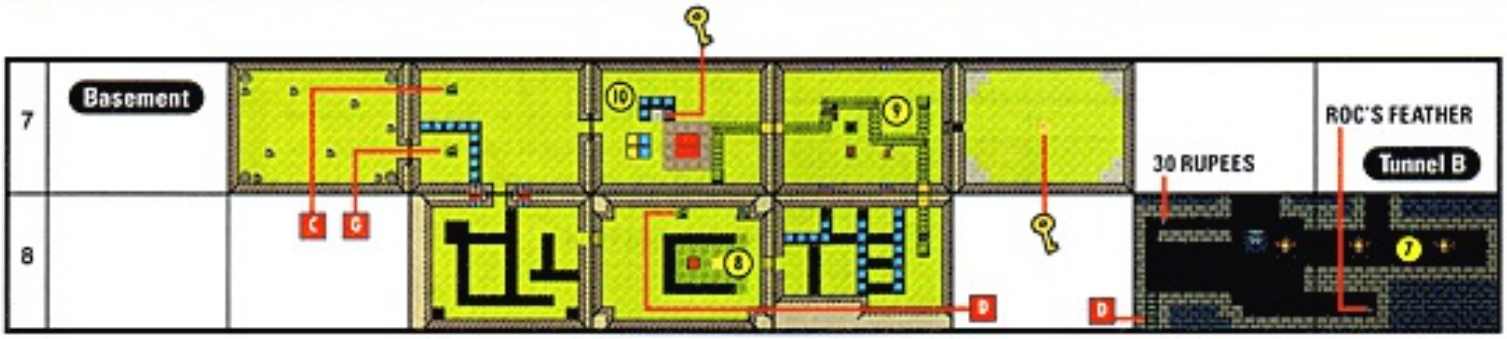
Use the Power Bracelet to lift the rock that blocks your path to the staircase. Downstairs, you'll find a treasure chest with three rocks in front of it. Approach the left and right rocks from either side and push them down, then slide the center rock sideways to open the chest and pocket the Gasha Seed inside.

Level 2

WING DUNGEON

Using the bombs that Queen Ambi rewarded you with, you can blast your way into the Wing Dungeon's cavern entrance in the past. Inside, you must coordinate colors and redirect train tracks to win the second Essence of Time, Ancient Wood.





① Spiked Beetles

Buy a shield, then use it to deflect the Spiked Beetles when they charge. The Spiked Beetles' spiny shells protect them from your attacks, but if they bop into your shield, they'll flip over and reveal their vulnerable underbelly. Hit them once they're upside-down.

② Red Means Go

Red panels surround the unlit brazier. If you roll the colored die so that it lands in the square pit and displays the matching color of red, you'll light the brazier and open the door to the north. Push the cube according to the red arrow shown in the picture on the right.

3 An Explosive Entrance

Slay the snakes, then drop a bomb by the cracked section of wall near the southeast corner of the room. When the dust settles, enter the passage you've blasted to room D3 to reach the map.

4 The First Key

A key will appear after you defeat the four enemies patrolling the room. Grab the key, then backtrack to D4 and unlock the room's east door that leads to room E4.

5 To the Basement

Once you've defeated the snakes, you'll be able to push the misaligned block sideways so you can open the chest. Grab the compass inside, then bomb your way into E5 to reach tunnel A and the key in F6. Make your way to D3 and board the train car.

6 Swoop

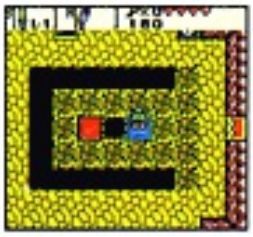
You can slash the winged demon only when it has crashed to the ground. If it touches down on the green floor, the tile beneath it will turn into a hole. The blue tiles lining the room's perimeter are unbreakable, so lure Swoop into landing on one of them instead.

7 Roc's Feather

In tunnel B, walk under the Spiked Thwomp, then quickly retreat as it comes crashing down. When it floats back up, cross the floor to claim Roc's Feather, which will enable you to jump.

8 Hopping Hoopla

The dark green portions of the floor are breakaway tiles, so be light on your feet and jump over them using Roc's Feather. When you reach the yellow tile, hop over it to change its color until it turns red.



In D8, hop over the square on the right until it turns red, like the square on the left. When the tiles match, you'll be able to enter E8, where you must hop your way to a train car.

9 Train Crossing

While chugging down the tracks, swing your sword at the yellow lever so your ride will drop you off in E7. The gate won't let the train car take you any farther west, so raise the barrier by pushing the cube according to the picture on the right. When the cube falls in the hole blue-side up, the gate will open.

10 Square Deal

Defeat the helicoptering Peahats with your sword once they've landed, then hop over the four red squares until they match the blue-and-yellow pattern of the neighboring squares.

11 Mixed Signals

The railroad gate will open if you change the red floor tile's color to blue. Hop over the floor tile to change its color, then return to C1 and hitch a ride on the train car bound for room E3.

12 To Those Who Weight

The floor button will open the east door, but something must weigh down the button or the exit will slam shut. A pot can do the job, so push (don't carry) one on top of the button. Jump over the gaps so you can position yourself behind the pot when you push it around corners.

13 Statue Matching

Leap over the tile in front of the flaming brazier to change its color. You can push only the statues that match the color of the tile. Arrange the nine statues on the blue three-by-three grid so they match the formation of the statues on the left side of the room.

14 Get the Boss Key

Change the color of the room by jumping over the central floor tile. Shortly after you redecorate, the color-changing Gels that hide in the room will camouflage themselves to match the floor's new color. To defeat the blobby chameleons and win the Boss Key, use your sword to attack the Gels before they have a chance to change their color.

Dungeon Boss
HEAD THWOMP

Hop aboard one of the floating platforms that orbits around the Head Thwomp. Whip out a bomb as you ride the platform, and release it just as you pass over the top of the Thwomp's head. When your bomb explodes, the blockhead will spin, revealing its many faces. You'll win after the fourth time it stops on the red face.

Ride the platforms and drop bombs onto the Thwomp's head, rather than throwing your explosives. When it retaliates, you'll be safe from its fireballs if you seek shelter at the foot of the ladder on the right side of the room.

Before Level 3

CRESCENT ISLAND

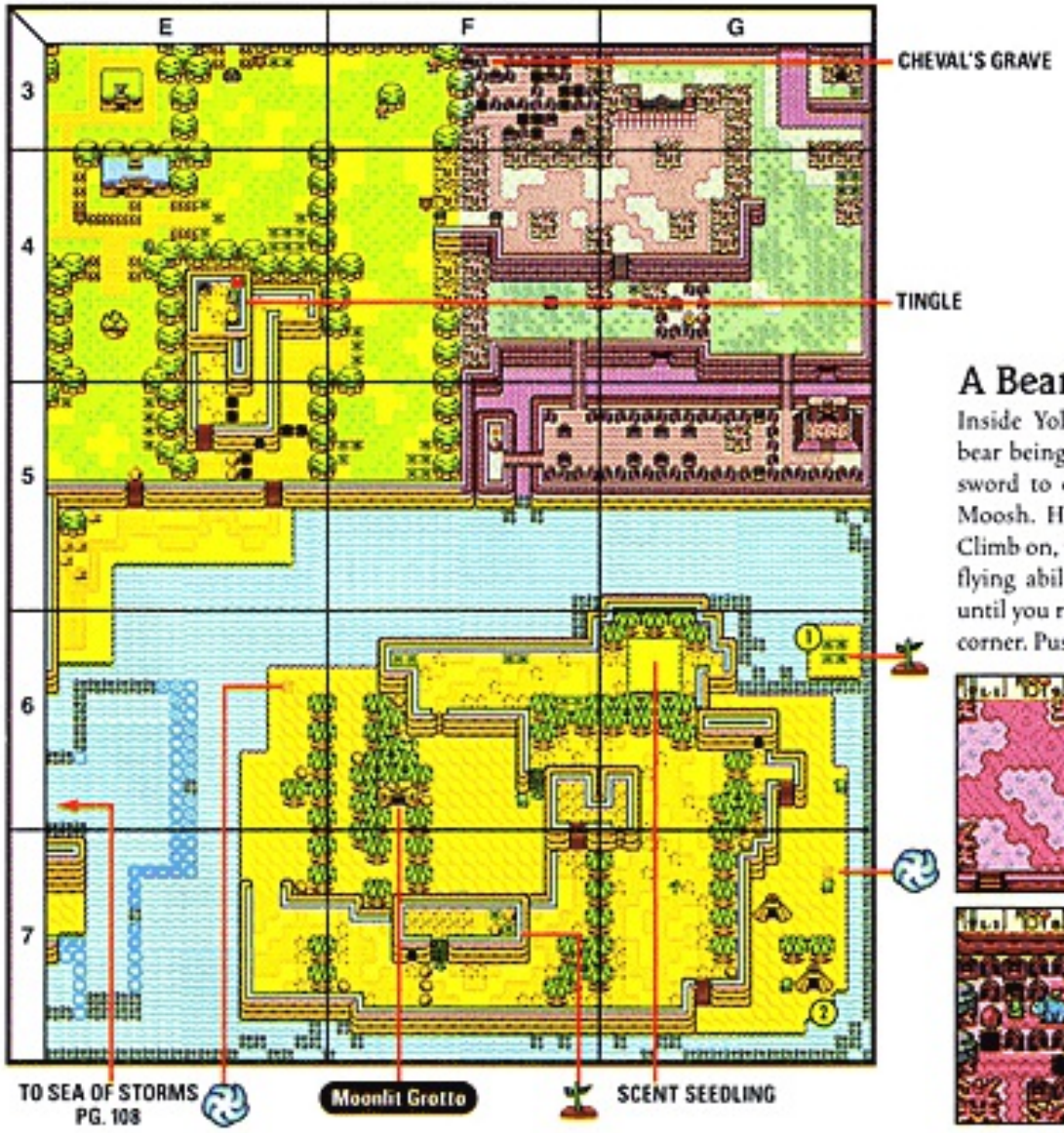
You'll need to locate both a raft and your sea legs to reach the third dungeon. Only master boatsmith Rafton can build the wooden watercraft, and he'll need supplies first. Don't rest easy once you're on the high seas, however. You still must barter with Crescent Island's dino denizens before going on your way.

Hope for a Rope

Before setting sail for the third dungeon, you must track down two items—Zora's Flippers and Cheval's Rope. Go to D6 on the Labrynna past map and talk to Rafton. He'll agree to build you a raft if you can find Cheval's Rope. Afterward, go to area E4 and speak with Cheval. Upon leaving his house, you'll learn that the rope is in Yoll Graveyard. Use the Harp of Ages to warp to the present and head for the cemetery.

Use Roc's Feather to cross the broken bridge in front of Cheval's house.

PRESENT: LYNNA CITY, FOREST OF TIME, YOLL GRAVEYARD & CRESCENT ISLAND



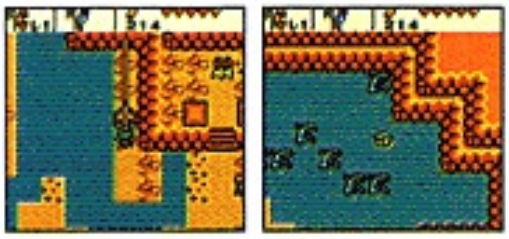
A Bear of a Task

Inside Yoll Graveyard you'll find Moosh the bear being abused by a trio of ghosts. Use the sword to eliminate the ghosts, then speak to Moosh. He'll offer to carry you on his back. Climb on, then ride him to area F3. Use Moosh's flying ability to soar over the numerous gaps until you reach Cheval's Grave in the northwest corner. Push the headstone to reveal a cave.

Moosh will float if you tap the A Button. Steer Moosh over pits by tapping A while pressing the Control Pad.

Flippers and a Rope

Enter the cave and follow the path east to a lever. Use the bracelet to pull the lever, which will cause two blocks to separate. Quickly run between the rocks before they close to get Zora's Flippers. Dive into the water and swim northwest around the reef for Cheval's Rope.



Pull the lever as far to the south as you can. Once you have the flippers, you can swim in deep water.

Ricky's Request

Return to the past and bring the rope to Rafton, who will insist that you find an Island Chart. Change time to the present and go to area F4, where you'll meet a kangaroo-like creature named Ricky. He has lost his boxing gloves, so head for area E5 to retrieve them.

Ricky's gloves are located under the tree in the South Shore. Use the shovel to dig them out of the soft dirt.

The Tingle Trade

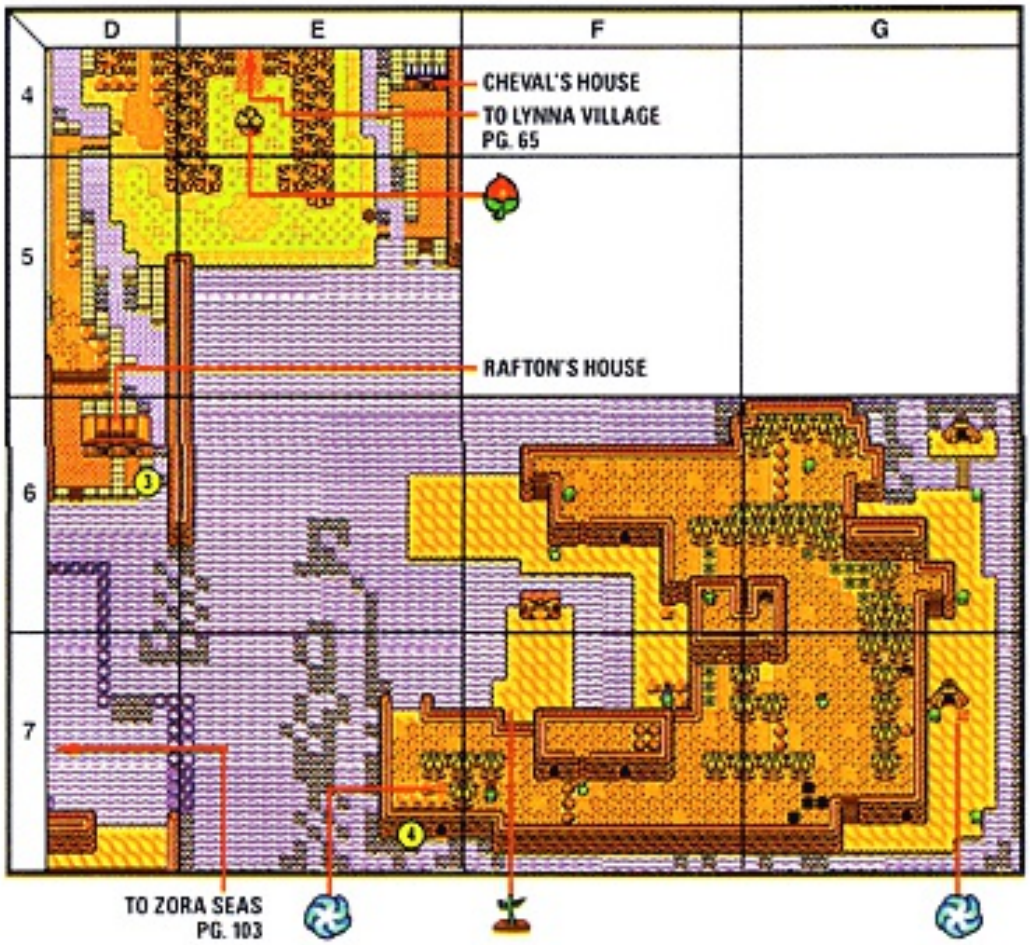
Return Ricky's boxing gloves to him and accept his offer of a ride. Hop over to area E4 and use Ricky to jump up the cliff. Atop the cliff is a map salesman named Tingle. He'll give you the Island Chart in exchange for your friendship. Once the chart is yours, use the Harp of Ages to return to the past. Go to Rafton's house and show him the chart, then board the raft just outside his east door.

Tingle will ignore you until he's earthbound, so jump in the air with Roc's Feather and use your sword to pop his balloon.

Cast Away

Sail your newfound vessel toward area E5, being careful to avoid rocks and whirlpools. Along the way, a fierce storm will rise and toss your little craft to and fro. Eventually, the waves will swamp the raft and strand you on mysterious Crescent Island, which is populated by sticky-fingered creatures called Tokays.

PAST: CRESCENT ISLAND & SOUTH SHORE



Reclaiming Your Items

The Tokays have helped themselves to your items, and reclaiming them involves a long process of bartering. The Tokay who lives in the hut in area G6 has both the Power Bracelet and Roc's Feather, and he is willing to trade one of your reclaimed items for either of his. You'll need to swap items with him many times before all is said and done. Speak to the Tokay near the beach where you landed, then go to area F7 and claim your shovel.

Every time you see a green bulb while in the past, push it next to a nearby wall indentation. It will have grown into a climbable vine once you've returned to the present.

1 Snag the Shovel

Speak to the thieving Tokay in area F7 to regain the shovel. Once you have it, enter the cave in area F6 to find your missing sword.

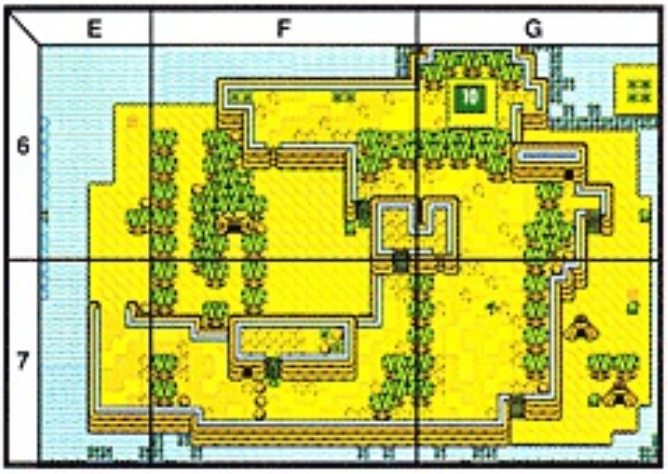
2 Secure the Sword

Push a green shell and dig through the dirt to reach your sword. Next, leave the cave, go to the hut in area G6 and trade the shovel for the Power Bracelet.

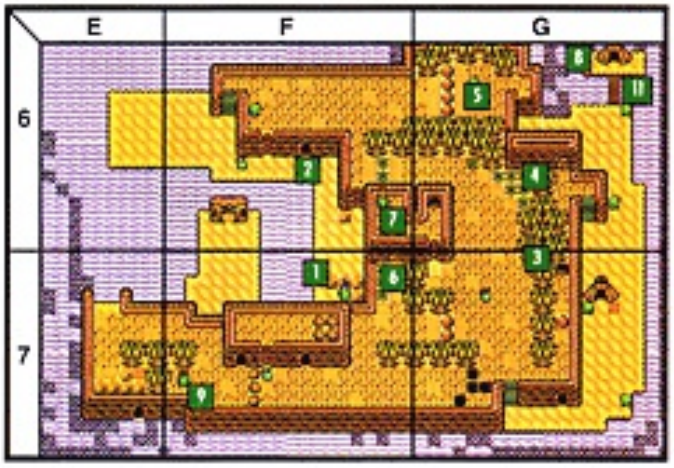
3 Behold the Bombs

Use the bracelet to move a rock in area G7, then go down the stairs and grab your bombs. Use the bombs to break a cracked wall in area G6.

PRESENT: CRESCENT ISLAND



PAST: CRESCENT ISLAND



4 Seize a Seedling

Behind the wall is a 10-Rupee meat-tossing game. Use the bracelet to throw meat just in front of the Tokays and try to stay in the middle area. Win the game for a Scent Seedling.

5 Plant Your Prize

Go around the island to area G6 and plant the seedling, then return to the trader's hut and swap your Power Bracelet for Roc's Feather.

6 Find the Flippers

Go to area F7 and bomb the cracked wall. Once inside the cave, use bombs and the feather to reach the Tokay with your Zora's Flippers.

7 Snatch the Seed Satchel

Swap items at the trader's hut until you get the bracelet. Go back to the cave where you found the flippers and dive in the northwest corner. The Seed Satchel is upstairs.

8 Fetch the Feather

Walk back to the Tokay's house and trade 10 Mystery Seeds for Roc's Feather, then head to area F7 to find the Harp of Ages.

9 Harness the Harp

Enter area F7's east cave and go downstairs. Once underground, swim west and leap onto a moving platform. Go east, then walk up and out of the cave for the harp.

10 Steal the Scent Seeds

Go to area G7 and use the Harp of Ages to change time to the present, then get Scent Seeds from the tree you planted earlier. If you can't reach the Scent Seed Tree, go back to the past and push all the green bulbs next to indented walls.

11 Procure the Power Bracelet

Go to area G7, return to the past and go to the trader's hut. Swap your newfound Scent Seeds for the shovel, which is the final item you must reclaim.

1 Gardening Fun

The small island in area G7 contains soil for planting Gasha Seeds, but only in the present. Once you've planted the prize, you can retrieve it later by using Dimitri or the Mermaid Suit.

2 Munching on Tasty Meat

Visit area G7's Tokay in the present once you get the Stink Bag from the toilet hand. He'll give you Tasty Meat in exchange for the bag.

3 Strumming on the Old Sea Ukulele

Near the end of the trading sequence you'll secure a Magic Oar. If you give the oar to Rafton in the past, you'll receive the Sea Ukulele.

4 Iron Shields for All

Once you have the Mermaid Suit, go to area E7 in the past and dive underwater. Follow the path east until you can go no farther, then surface. Enter the nearby cave to receive a powerful Iron Shield.

Level 3

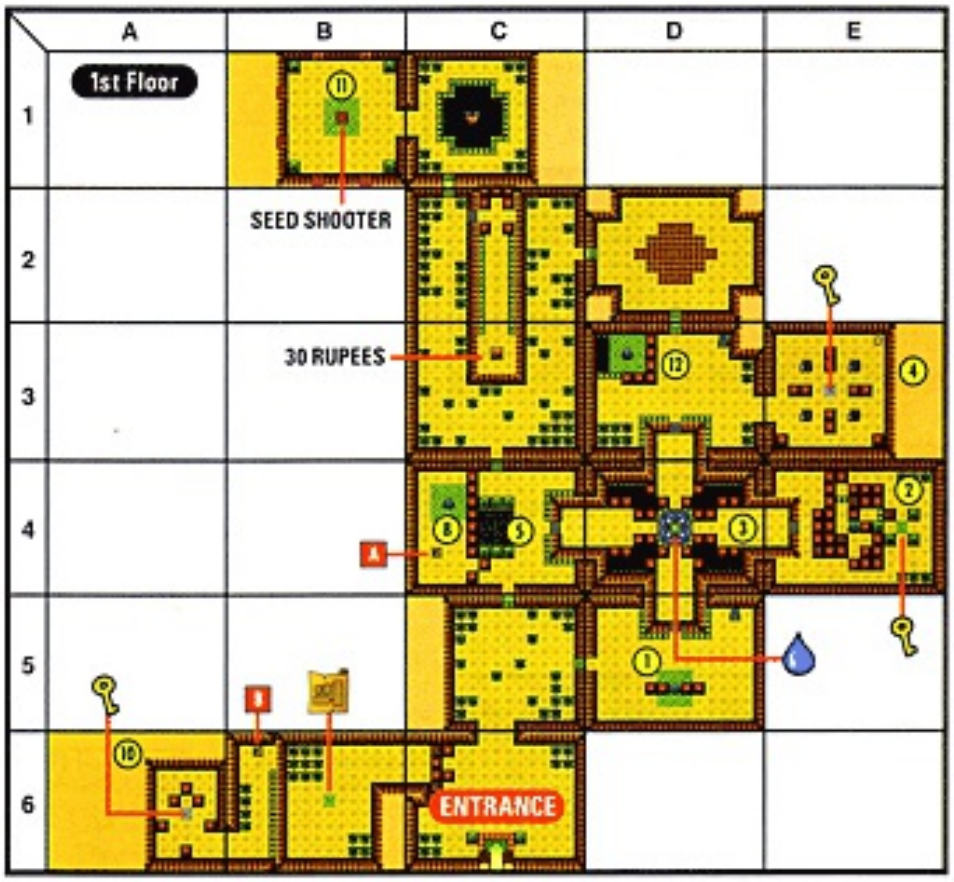
MOONLIT GROTTO

You'll receive a lesson in long-distance weaponry when you brave the Moonlit Grotto's spooky confines. Whether you're throwing bombs over walls or firing shots across huge gaps, you'll need the strength of an ox and an eagle's eye to make it out in one piece. Stock up on both bombs and seeds before you enter.

1 The Dark Crystals

Upon entering the dungeon, bomb the cracked blocks to the west, go to room B6 and get the map by destroying two hopping Pols Voices. Next, go to room D5 and use your sword to break a crystal, then proceed north and east to room E4.

Breaking the crystal will cause another area of the dungeon to weaken. You must break four crystals to reach the final boss.



2 Over the Wall for a Key

Follow the diagram below to get a key. First, use a bomb on cracked block 1, then toss a bomb over the small green wall so it blows up block 2. Push block 3 south, then throw a bomb over the nearby green wall so it destroys block 4. Push block 5 north and break the crystal with your sword. Push block 6 north, then push the statue to where block 1 used to be, so the green tile has a statue at each of its corners. A key will drop when you are done.

If you miss a step in the sequence, exit the room. The blocks will reset themselves when you return. You can throw items over all the small green walls, so keep an eye out for them as you move through the dungeon.

3 Round and Round

A little bit of backtracking is required to reach the second key. After exiting room E4, circle clockwise through the turnstile twice until you can walk north. Walk in the following order: From room E4, go to D4, D5, C5, C4, D4, D5, C5, C4, D4 and then D3.

4 Bomb an Armos

Go to room E3 and press the switch in the northeast corner, which will bring four Armos Statues to life. Eliminate the stone sentries with your bombs. Once all four are gone, you will receive another key.

5 Falling Down

Once you've earned the second key and restocked your supply of bombs, go back to room C4. Locate the shaded black hole with green statues on either side, then fall down the hole. You'll land in basement room C10.

6 Closed Door No More

Head south for room C11, where a Mini Moldorm is trapped between walls. Destroying the Mini Moldorm will open a door to room C12. You can use the sword at first, but you must bomb it when you return after step 7.

7 Sweet Music, Man

Enter room C12 to find a pair of Pols Voices. Use the Harp of Ages to destroy the big-eared baddies and open two more doors. Make your way through the top-middle door and back to room C11.

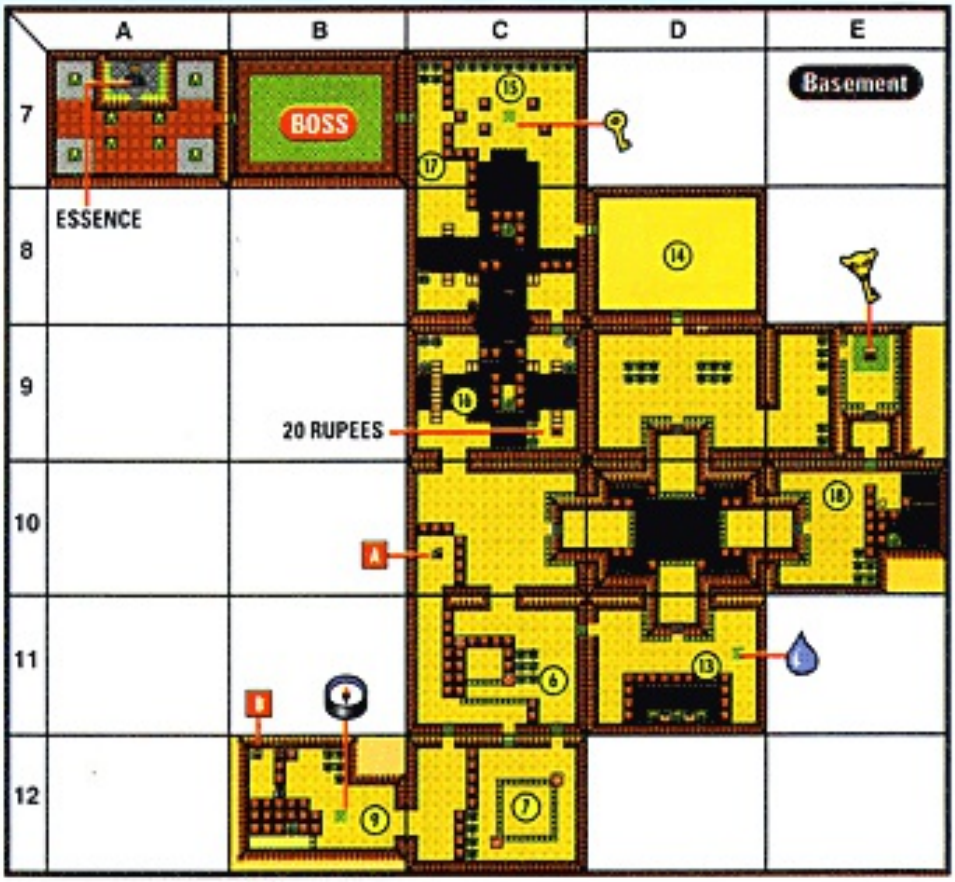
Though you can toss bombs at the Pols Voices, the Harp of Ages is a much more direct weapon.

8 Another Crystal

Walk north from room C11 until you find a staircase. Walk up the stairs to emerge in a room with a single crystal. Use your sword to destroy the crystal, push the second-from-the-bottom block east and fall back down the shaded black pit.

9 Find a Compass

Go south to room C11, south to room C12 and then north—via the top-left door—to room C11. Toss bombs over the wall to get the Mini Moldorm, then use the lower-left door. Go to room B12 and bomb both the blue crystal and the Armos for a compass.



10 A Key for Thee

Go up the stairs in B12 and move west into a room that contains a piece of blue tile. Push the three upper blocks around the tile against the walls to get a key. Make sure the west block is against the west wall, the north block against the north wall and so on.

Grab the key in A6. Leap off the ledge in room B6 and destroy the enemies for a Dungeon Map—if you haven't done so already.

11 The Seed Shooter Shuffle

Go to room B1 via rooms C6, C5, C4, D4, D3, D2, C2, C3, C2 and then C1. Eliminate all the enemies in room B1 to receive a Seed Shooter. The Seed Shooter will fire any type of seed over a great distance, which is useful for hitting both enemies and switches.

12 The Final Crystal

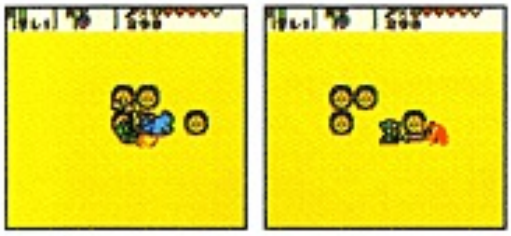
Go to room D3 and use the Seed Shooter to break the crystal, which will cause the turnstile to drop down a level to D10. Note that your new weapon fires at a diagonal angle, and seeds will ricochet—for two bounces only—off walls and other surfaces.

13 Bounce a Seed

Go downstairs and head to room D11. Push the three east blocks into the pit, then use the Seed Shooter to fire Ember Seeds at the torches. You'll need to ricochet seeds off the top row of blocks to light the torches.

14 Dig up a Miniboss

You'll find the miniboss, Subterror, in room D8. Subterror is invincible while underground, so you'll need to use the shovel to dig it up. Once it's above ground, attack it from the side or behind with your sword. Watch out for the sharp horn on the front of Subterror's head.



A good time to dig is just after Subterror has burrowed into the ground. Look for a lump of sand as it moves around the room.

15 Block-Rockin' Beats

Walk west and north to room C7. Use your sword to take out the Mini Moldorm, then push the lower-right block so it is aligned with the other blocks around the green tile. A shiny key is your prize.

16 A Bridged Version

Go to room C9. Hit the crystals to make a small, red spinner rotate. Move the spinner until it points NW/SE, then fire your Seed Shooter at it. The seed will bounce and hit a lever that extends a bridge. Use your new skill to grab 20 Rupees from a chest in the southeast corner, then head north through the locked door.

In room C8, you must hit both the crystal and the lever with your shooter. Move the spinner until it points NW/SE to extend the first bridge.

17 The Runaround

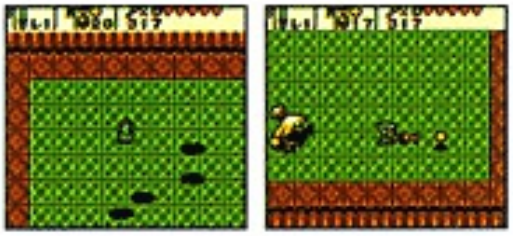
Use the ricochet method to enter room C7. Though the door to the Boss Room tempts you, ignore it for the moment and push the misplaced block east. Proceed to room E10 via rooms C8, D8, D9, and then D10.

18 Twitchy Switch

To open the north door in room E10, step on the switch until the two spinners are both pointing NE/SW. Fire a Scent Seed through the gap so it hits the lever, which will open the door. You must step on and off the switch a few times to align the spinners properly. Walk north for the Boss Key.

Dungeon Boss
SHADOW HAG

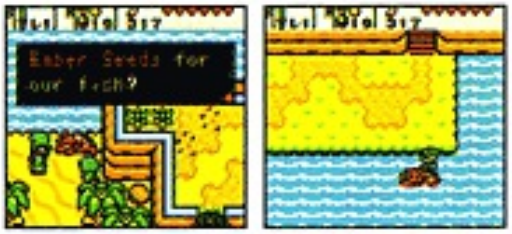
The boss of the Moonlit Grotto is a frightening apparition named Shadow Hag. She will break into four shadows that fly around the room, then reunite and spew forth dangerous moths. Once you destroy all the moths, she will appear behind you and charge. If you turn to face her, she will disappear, so wait for her to materialize behind you and then fire a Scent Seed at the wall you're facing. The seed will bounce off the wall and strike the charging Shadow Hag. Repeat the pattern five times to destroy her.



Avoid the multiple shadows at all cost—but when they reunite, run up close and strike the emerging moths before they can fly. When firing the seeds, keep your back to Shadow Hag.

Homeward Bound

Your raft was lost in the tempest, so you must find a different route back to the mainland. On the beach just outside the Moonlit Grotto, you'll find Dimitri, a beached Dodongo who is being eyed for dinner by a pair of hungry Tokays. Bribe the Tokays with a couple of Ember Seeds, then ride Dimitri across the ocean and back to shore.



Dimitri's strength allows him to swim through currents and up waterfalls. You can also pick him up and throw him with the Power Bracelet.

Before Level 4

SYMMETRY VILLAGE

You'll need help from one of the pets to work your way to Symmetry Village. If you pick up the Strange Flute in Lynna City's shop, Dimitri will be your main pet. If you go back to the past and win a Strange Flute in the Target Practice game, Ricky will be your pet. If you do nothing, Moosh will be your pet.

Switch Hitting

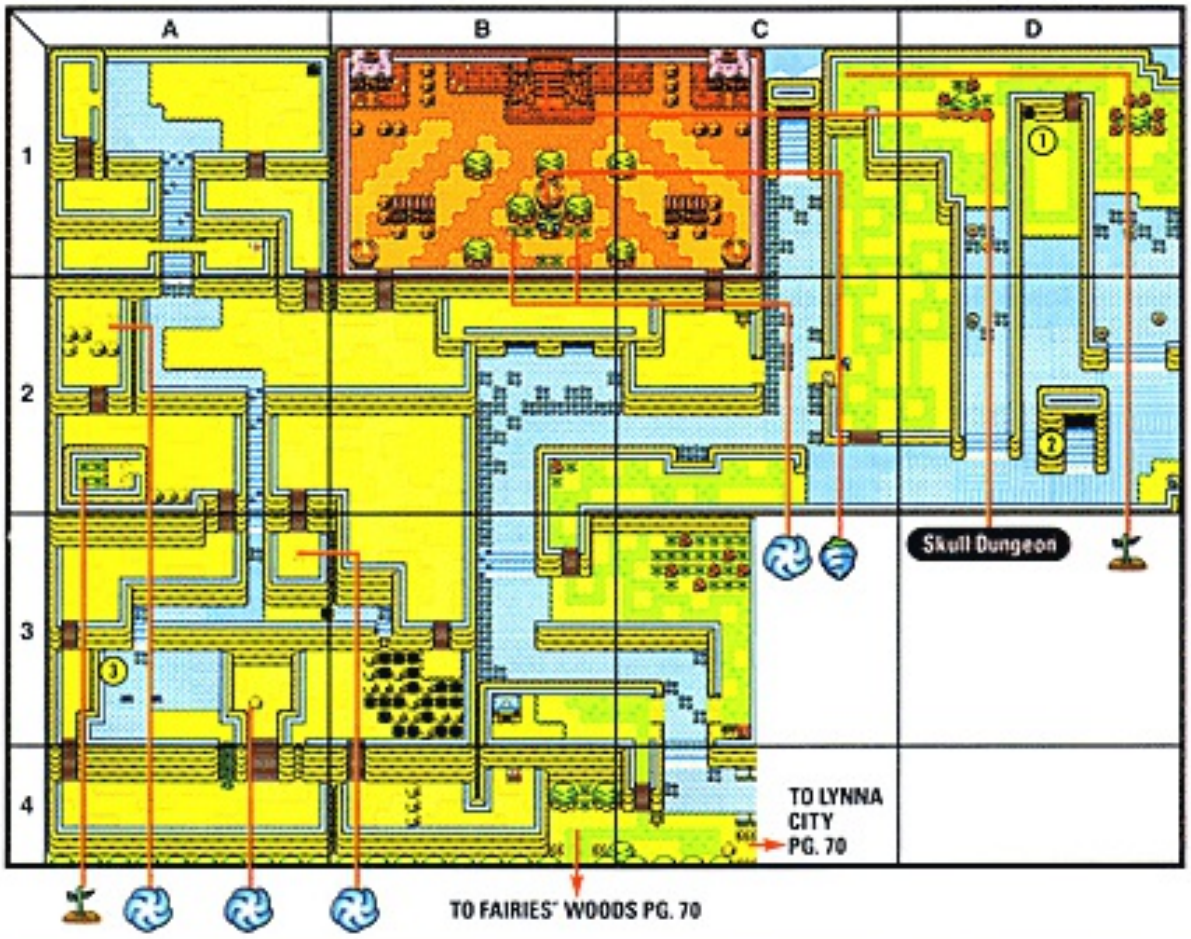
Use the Seed Shooter and the Ember Seeds to burn the small tree blocking the switch. Hit the switch with any seed to open the bridge. Take the short walk up to a new, grassy area. The landscape will differ tremendously based on if and where you picked up the Strange Flute, but don't worry—the pet you end up with will be perfectly suited to its surroundings.

Hit the switch to fix the bridge. You won't be able to reach Symmetry Village if you don't.

Chatting with the Carpenter

The head carpenter stands near a half-finished bridge, grousing about his delinquent workers. Talk to him, then walk back to the bridge you just crossed. As you make your way to the bridge, a fairy will fly up to you and ask you to help an animal that is lost in the Fairies' Woods. From the Fairy's tree, walk up. As soon as you enter a different-looking area, walk down again. You won't return to the same place. Walk up again to find the pet.

PRESENT: SYMMETRY VILLAGE & TALUS PEAKS



The pet lost in the woods is determined by whether or not you have the Strange Flute and where you got the Strange Flute if you do have it.

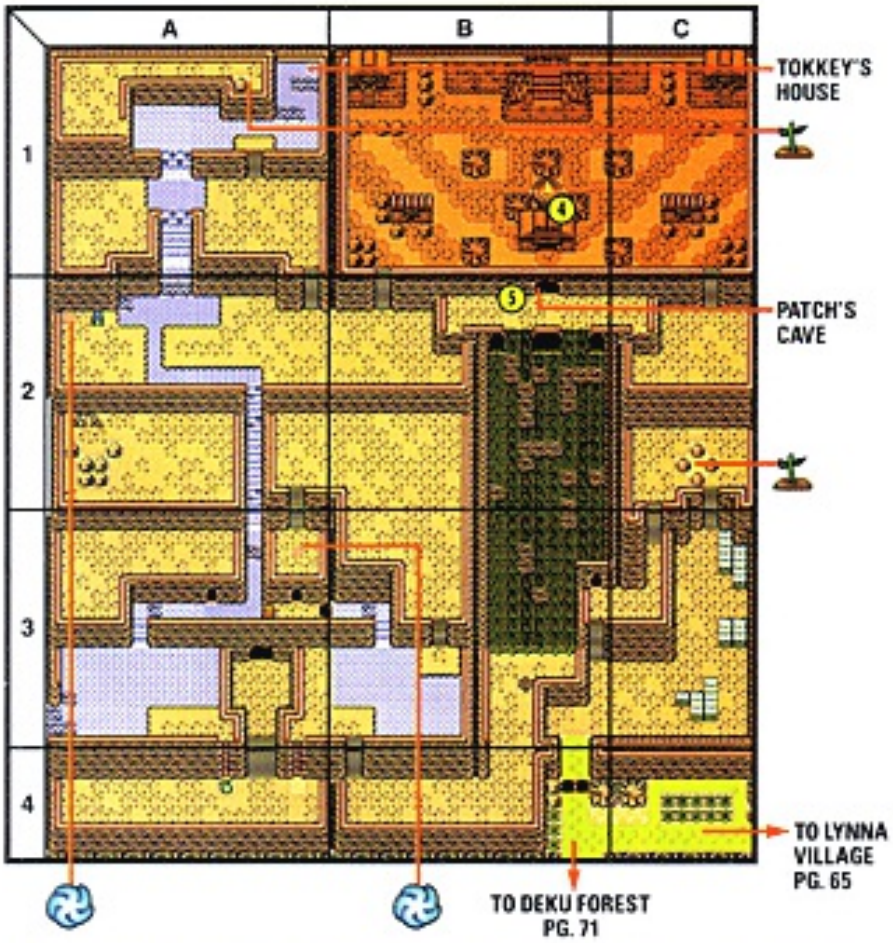
Lost Carpenters

Ride the pet you found in the woods back to the unfinished bridge. If you talk to the head carpenter again, he will ask you to locate his missing workers. With the help of the pet, you can easily navigate the unfriendly waters or terrain. Talk to each carpenter to send him scurrying back to work. There are only three carpenters to locate.

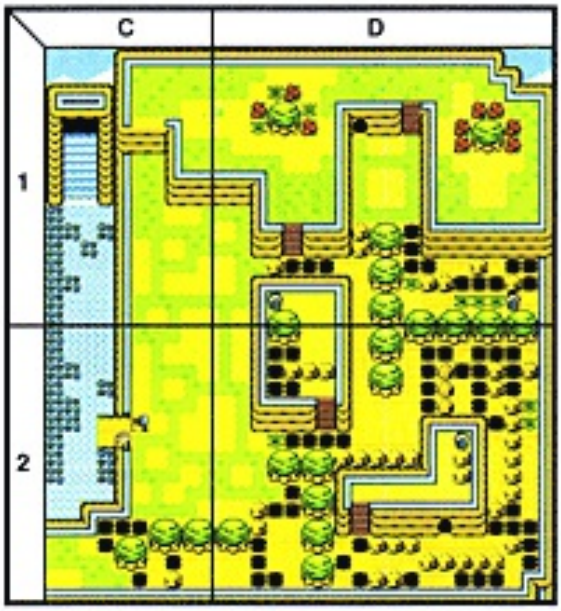
If you have Dimitri, your area will be water-logged. Ride the Dodongo over the water, and remember that he can climb waterfalls.

The carpenters will finish the bridge, which gives you access to Symmetry Village and the surrounding area. In the center of the village, you'll find two Time Portals and a Gale Seed.

PAST: SYMMETRY VILLAGE & TALUS PEAKS

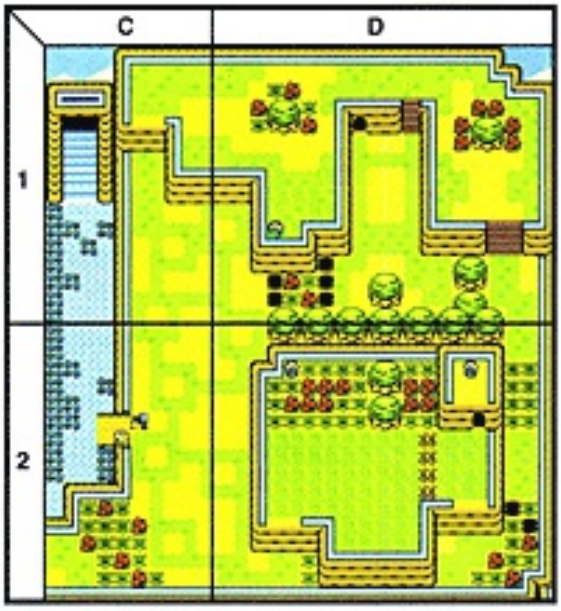


MOOSH



Moosh's area is riddled with holes, but the winged behemoth can float right over them.

RICKY



If you have Ricky, the area will feature plenty of high cliffs that only Ricky can reach. There will be a few holes in the ground to jump over, too.

Cracked Tuni Nut

Walk inside the large structure in the middle of Symmetry Village. Speak with the woman on the left to learn of a damaged Tuni Nut. Talk to the man in the top-left house to pick up the Cracked Tuni Nut, then walk to the stairway at the bottom left of Symmetry Village.

Talk to any of the woman's husbands to pick up the Cracked Tuni Nut.

A New Tune

Dive into the top-right corner of the pond in area A1. Swim to the right, taking care to avoid enemies, until you reach a ladder. At the top of the ladder is Tokkey's House. Talk to him, then stand on the green tile and play the Harp of Ages. Inspired by your song, Tokkey will finish writing one of his own—The Tune of Currents—which he will share with you.

The Tune of Currents carries you from the past to the present. You can use the Tune of Currents to travel to the present from nearly any outdoor point in the past without using a Time Portal.

Back to the Future

You can use the Tune of Currents from almost any area in the past, but that doesn't mean you'll have solid ground or an escape route waiting for you in the present. In the area shown below, your ability to continue after you warp to the present depends on where you stand in the past while playing the Tune of Currents. If you play the tune near the top of the area, you will warp to the present, but you'll be stuck behind unmovable rocks. With that in mind, follow the steps below to locate Patch, who will fix the Tuni Nut for you.

1 Play a New Song

From the pond, walk down the stairs and to the left. You'll see a statue and a Time Portal. Stand at the bottom left of the area and play the Tune of Currents on the Harp of Ages. You will warp to the present, landing quite near a stairway.

2 Time Portal

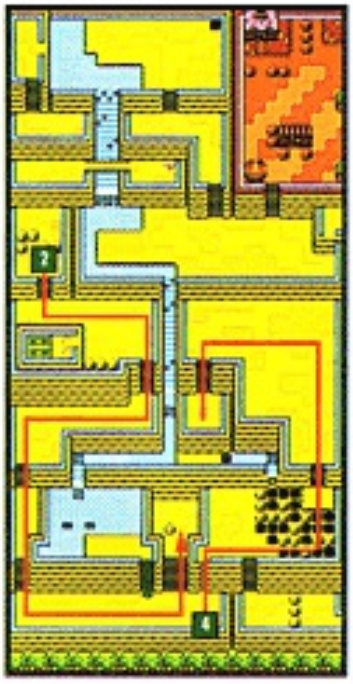
Walk down the stairs and around the area, using the red arrow on the small map of the present as a guide. Play the Tune of Echoes by the Time Portal to return to the past.

3 Getting Pushy

In the past, walk down the stairs, then push the bulb from the light patch of dirt on the left to the one on the right. Go back up the stairs and into the cave. Take the right door at the top of the second set of stairs, then push the red block to the left. The water will change direction. Return to the bulb, then play the Tune of Currents to return to the present.

You don't need any special equipment to push the bulb or the block. Push them in the direction indicated by the blue arrows on the map.

PRESENT



PAST

4 New Pond

In the present, the bulb has become a lush vine suitable for climbing. At the top of the vine, you'll see that the water you diverted in the past has created a pond. Swim across it to the stairs on the right. Follow the path around to a dead end with a Time Portal.

5 Climb the Wall

Play the Tune of Echoes to activate the Time Portal, then return to the past. Go up the stairs and follow the walkway around until you reach Restoration Wall. As you climb the tangle of vines, try to avoid the falling rocks—if they touch you, they will damage you and push you down the wall.

Head for the middle path as you near the top. It's the only clear way to reach flat ground.

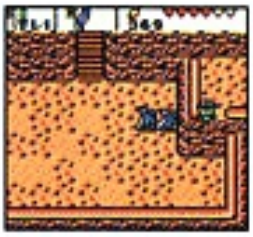
Patch's Cave

Enter the cave at the top of Restoration Wall. Patch will offer to perform the Restoration Ceremony—also known as Patch's Crazy Cart—on the nut. You must stand on a switch so that the cart running on the track that surrounds the playing field doesn't crash into the Tuni Nut. Several enemies will try to keep you off of the switch. Lure them away from the switch, then wait for them to group up. Dash back to the switch when the cart reaches the top-left corner.

When the enemies are grouped together, you can hit them into the holes in the floor all at once. When the enemies are gone, the nut will be patched up.

Calm the Volcano

From Patch's Cave, simply drop down from either side of the ledge, then climb one set of stairs to return to Symmetry Village. Enter the large building in the bottom middle of the city, then place the Tuni Nut on the altar. Exit the room then play the Tune of Currents to return to the present. When you approach the volcano, you'll see that it's been turned into a cave. Inside is the next dungeon.



① Fairy's Fountain

There is a Fairy's Fountain hidden inside the cave in area D1 that you can visit to regain health while searching for the missing carpenters. It appears in the same location no matter which pet you have.

② Ring in a Cave

There is one other cave in the area where you search for the lost carpenters. Inside you'll find a ring. Like the other cave, it's in the same area no matter which pet you choose—but you'll have to access the cave in different ways with the different pets.

③ Level up the Bomb Bag

After you've returned the Tuni Nut to its rightful place, return to the area where you pushed the bulb in the past, and push the bulb back to its original position to the left of the stairs. Play the Tune of Currents to return to the present, then climb the vines. Drop a bomb into the water, then admit the deed to the fairy that appears.

Answer the fairy truthfully when she asks what you threw into the water. She'll reward you with a Bomb Bag that can hold 30 bombs.

④ The Thin Man

The skinny man wants to bulk up, but he's got only one dumbbell to work out with in the basement of the house in the middle of Symmetry Village. Bring him the dumbbell from the Dog Trainer, Mamamu Yan.

⑤ Noble Sword

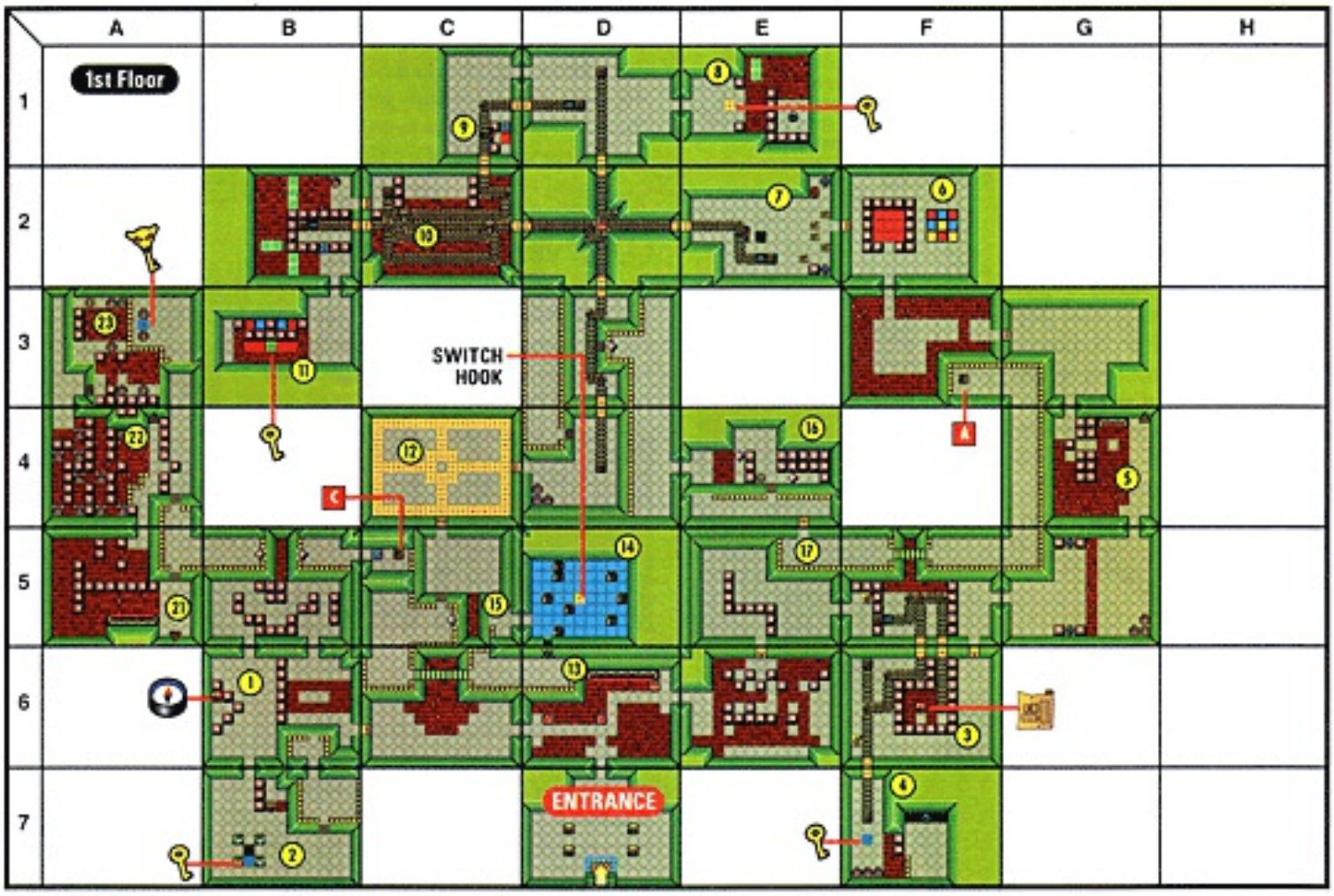
The last item you'll get in the Trading Sequence is a Broken Sword. Take the sword to Patch and play his little game again. If you can keep the cart from crashing into the sword, Patch will fix it and give it back to you. The Noble Sword does twice as much damage as the Wooden Sword you started out with.

Sure, Patch's Crazy Carts is a trap—but if you can beat it a second time, you'll get a great sword!

Level 4

SKULL DUNGEON

Lava covers the floor in many of Skull Dungeon's rooms, betraying the dungeon's past life as a violently active volcano. You'll pick up a new weapon in Skull Dungeon, which will help you complete the dungeon itself and find new areas to explore outside of Symmetry City.



1 Get the Compass

In the second lava-filled room, the left branch of the narrow walkway. Proceed through several rooms carefully, jumping over lava and fighting enemies where appropriate. In room B6, push the rightmost block down to open a pathway to the chest, which contains the compass. Continue into the next room.

Some doors will be locked until you destroy every enemy in the room. Push the block down to reach the compass.

2 Push the Die

Jump over the small lava pool so you can push the block down into the hole, blue-side up. Many paths will get the die into the hole with the blue side on top—the path shown is one of the quickest routes. When the die is in place, you'll get a key.

3 Locate the Map

Return to the skinny path and take the other fork. In room E6, jump across the bottom of the room, then the middle. You'll have to push a few blocks out of your way to continue. Hit the switch in room F5, then ride the cart to the small lava pool. Jump to the chest, which contains the map.

Hit the switch before you get in the cart. Hit it again after you pick up the map.

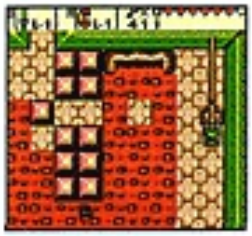
4 Sharp Shooting

Ride the cart back to the start. Hit the switch again to take another, longer ride. At the end of the line, use the Seed Shooter to bounce a seed at the moving Crystal Switch in the unreachable area to the right. You'll get a second key for your efforts.

Hop back on the cart. Hit the switch just outside the door so the cart will stop in room F6.

5 Pull and Run

Use one key to exit room F6 from the top right. Jump over the small lava stream in the next large room. Don't pause by the edge, or you'll meet with the Blade Traps. Move up into the next room, where you'll see a large lever. Use the Power Bracelet to pull the lever as far back as you can to create a temporary floor, then run to the other side of the room. The floor will disappear after a short while.



You shouldn't have a problem running to the other side of the room.

6 Jump, Jump, Jump

You can destroy the jumping Stalfos in room G3 with indirect blasts of the Seed Shooter. The Gale Seeds make quick work of the Hardhat Beetles in the next room. Jump repeatedly on the tiles until the pattern on the left matches the pattern on the right to open the next door.

7 Hard Push

Don't pause on the cracked areas on the floor—you'll fall through. Feign a move to the right to send the blades skidding to the center of the room, then run behind the block. Quickly push the block to rest right next to the cracked floor in its direct path. Lure the blades again, then push the block to the left and into the hole.

You have to stand on the cracked floor briefly to push the block to to the left. If you are fast, you won't fall through the floor.

8 Carted Off

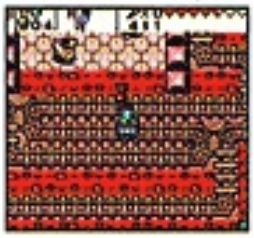
Hop in the cart and ride it to the next stop. Walk through the door on the right then hop on the moving platform to get a closer shot at the Crystal Switch. Your reward: another key.

9 Change the Signal

Walk back into the room with two cart tracks. Go through the doorway on the left. Open the block with the key, then jump over the tile to change its color to blue. Go back to the two-track room and jump in the cart on the left to ride to a new area.

10 Stalfos Shoot

Use the Seed Shooter to pick off the hooded Stalfos scurrying on the platform. When they're destroyed, the door at the end of the track will open.



11 Tile Trickery

Ride the moving platforms over the lava. Carefully jump from platform to platform. In the next room, jump over to the tiles. Jump on the tiles to change their colors to match the tiles above them. Remember that you can't change the tiles' colors by jumping in place.

Time your jumps carefully to avoid the bubbling lava in the rooms.

12 Armos Warrior

The warrior's sword will swing wildly about on its own as the warrior wanders around the area with its shield raised. Run behind the warrior when the sword is following you. If you time it correctly, the sword will hit the warrior instead, eventually breaking both the sword and the shield. The Armos Warrior will charge you in anger, then pause—take that moment to hit it with the sword.

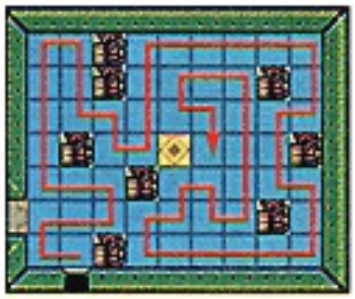
After its shield and sword are destroyed, the warrior is easily dispatched with a few swipes of your sword.

13 Bomb the Wall

After you exit the miniboss's room from the bottom door, walk down to a dead end. Place a bomb by the weak section of the wall, then walk through the hole to the next room.

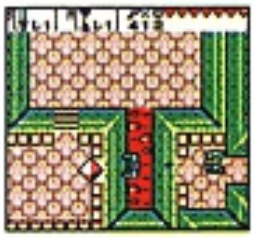
14 Switch Hookup

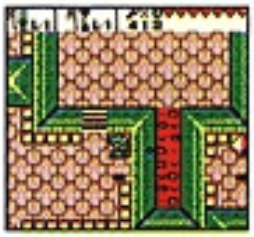
Follow the path in red to change the floor's color from blue to red. When you successfully complete the puzzle, a chest containing the Switch Hook will drop into the room. You can use the Switch Hook to change places with diamond blocks and some items.



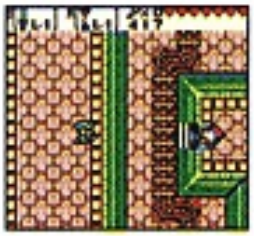
15 Switch It Up

Leave the tile room from the left door. Use the Switch Hook to cross to the other side of the lava, then walk up through the miniboss room and take the right door. Don't ride the cart—take the stairs to the small ledge. Locate the diamond block on the other side of the lava flow. Use the Switch Hook to trade places with the block.





You can use items like the Switch Hook over the low walls, such as the ones made of tiny yellow bricks.



The diamond block is just within the Switch Hook's reach. Trade places with it to continue.

16 Block and Switch

Use the Switch Hook on the next diamond block to cross the wide lava pit. Destroy the enemies, then stand on the switch facing the second diamond block. Use the Switch Hook to change places with the block.

The block will hold the switch down, which keeps the door open and allows you to continue to the next room.

17 A Long Walk

Follow the long, winding path to the stairway. Don't stray from the path—if you fall, you'll drop into an earlier area of the dungeon, and you'll have to work your way back. Destroy all of the snakes in room F8 to clear your way for the next challenge.

18 Changing Places

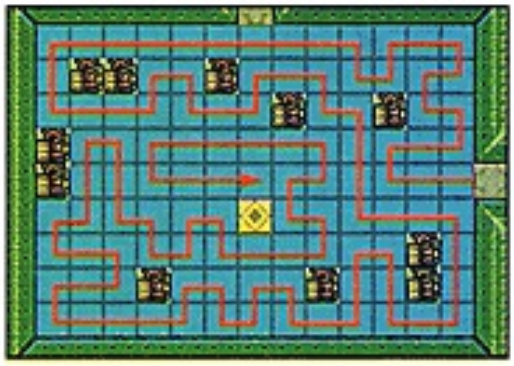
Use the Switch Hook to change places with the diamond block, then use it again to change places with the jar. Continue to change places with the diamond block until you have it sitting to the left of the switch. Stand below the block and change places with it. Stand to the right of it and change places again so it's below the switch.

When you're standing on the switch and the diamond block is directly below you, change places once more to open the door.

19 Familiar Traps

Use the Switch Hook on the jars in the next room to get past the lava pits. In the next area, jump over the middle tile to change the floor's color so the Gels will be visible and vulnerable. Jump over the small lava river in the next room, then run past the Blade Traps and into the next room, which has another color change floor puzzle.

You've navigated very similar areas earlier in the dungeon, so these should be a snap!



This floor is much larger, but the idea is still the same. Follow the path to complete the puzzle and pick up the fifth key.

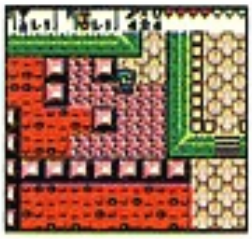
20 Perilous Path

You'll use many of your items to get through room C9. Start with Roc's Feather to jump to the moving platform. Use the Switch Hook to get to the next platform. Drop onto the second moving platform, then shoot the Hardhat Beetle with the Seed Shooter.

Go down the stairs in room C9, then jump and Switch-Hook your way across the next room.

21 Pull and Dash

Use the Power Bracelet to pull the large lever back, then run to the top of the room as quickly as possible. You will have just enough time to make it. Don't waste time by running into the walls. It might take a few tries to get it right.

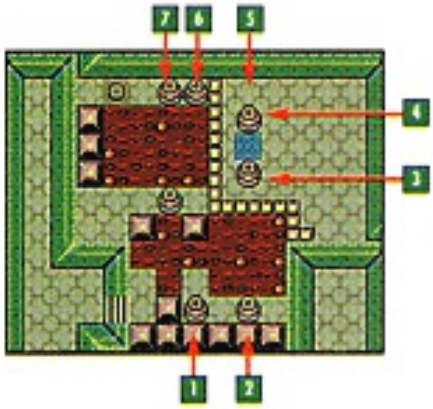


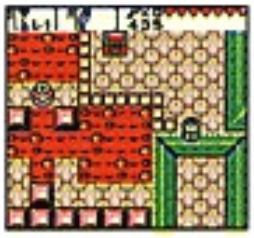
22 Pull and Dash or Hook

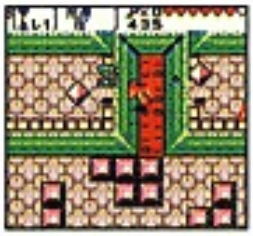
You have another lever to pull in the next room. You can make a mad dash for the door, or simply stop on one of the platforms the pots are sitting on and use the Switch Hook to get to the other side of the room safely.

23 How to Get the Boss Key

Jump over to the small ledge in front of pot 1. Jump between pots 1 and 2 or smash pot 1. Push pot 2 aside. Switch-Hook over to pot 3. Push pot 4 to the position previously occupied by pot 3. Use the Switch Hook on pot 6, then push pot 7 onto the switch. Drop off the ledge to the left and walk back around to the bottom. Jump to the ledge where pot 2 is, then use the Switch Hook on pot 4 to reach the key.





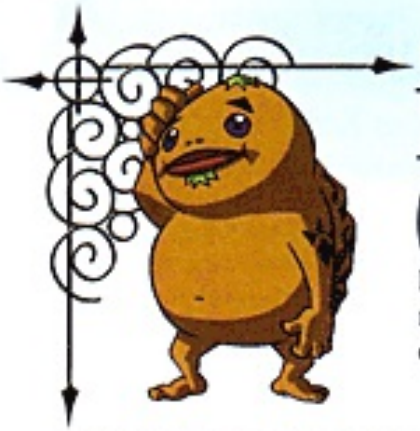


From the chest, drop down off the ledge and walk around to the diamond blocks. Go back down the stairs to return to room C9, where the Boss Door is located.

Dungeon Boss
EYESOAR

Eyesoar has several small, winged eyeballs surrounding it. Hit them when they stop orbiting Eyesoar, then use the Switch Hook on the unprotected Eyesoar. Run up to the temporarily dazed eyeball and smack it with your sword repeatedly. After a few rounds of Switch-Hooking and hitting with the sword, you'll be rid of that nasty Eyesoar.

You don't have to hit Eyesoar's entourage to get to it, but it does help. Use the Switch Hook at relatively close range to pull the flying eye close enough to hit.



Before Level 5

ROLLING RIDGE (WEST)

Rolling Ridge is a very large area, and you have to duck in and out of the massive mountain and travel back and forth through time to reach every nook and cranny of the Goron's home. You'll start your ascent of Rolling Ridge on its western side.

Finding Rolling Ridge

In the present, walk to Nayru's House. Use the Time Portal to enter the past. Walk up then left from Nayru's house, then use the Switch Hook to cross the holes in the ground. Enter the cave then talk to the Gorons. The Goron Elder is buried alive, and the avalanche that has him trapped is blocking your progress. Exit the cave, then play the Tune of Currents to return to the present. Enter the cave once more and make your way up the interior of the mountain.

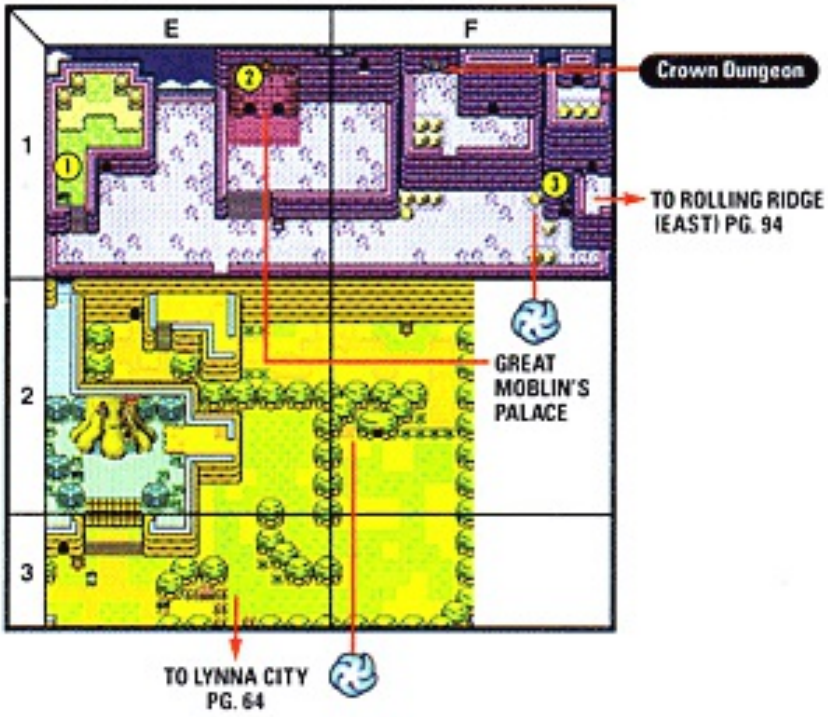
You can't get very far in the past, so return to the present and reenter the cave.

Getting the Pegasus Seeds

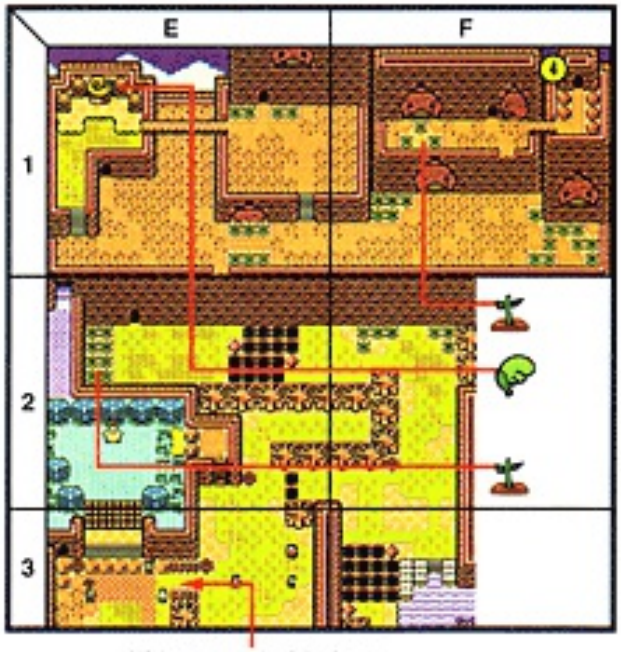
As you ascend the mountain from inside, be sure to open the treasure chests along the way. Keep climbing stairs until you see a doorway. Once outside, walk to the far right. Dig the earth to the left of the Fairy's Fountain to reveal a Time Portal. Play the Tune of Echoes to return to the past. Walk all the way to the left then up the stairs to pick up the Pegasus Seeds, which will help you move much faster and jump farther.

The small trip through time is a taste of things to come in Rolling Ridge.

PRESENT: ROLLING RIDGE (WEST)



PAST: ROLLING RIDGE (WEST)



Great Moblin's Palace

The purple structure that many of the Gorons complain about is Great Moblin's Palace, where the Great Moblin himself is hoarding all of the Goron's Bomb Flowers. Shortly after you enter the palace, the floor will start to deteriorate behind you. Drop a Pegasus Seed, which will help you run much faster. Don't bump into the walls as you run, or the falling floor might take you with it.

Without the help of the Pegasus Seeds, you're sure to fall through the floor.

The Great Moblin tosses big bombs at you. Toss them back to defeat him.

Bomb Flower and Dungeon Key

Inside Great Moblin's Palace, you'll play a short minigame against the Moblin. Pick up the large bombs that the Great Moblin throws at you and hurl them back just after they begin to flash red. If you can successfully avoid the other bomb blasts and toss enough big bombs the Great Moblin's way, you'll pick up a Bomb Flower from the grateful Gorons. Take the Bomb Flower to the past to free the Goron Elder. The Elder will give you the key to the Crown Dungeon.

The Gorons will reward you with a Bomb Flower after you chase off the Moblins.

Take the Bomb Flower to the past to save the Goron Elder. When you do, you'll get the key to the next dungeon, which is decorated with a scroll pattern.

① Treasure in the Cave

As you make your way up Rolling Ridge from the inside, you will probably notice a couple of treasure chests. Walk up every staircase and remember where you saw the treasure. You should walk away with plenty of Rupees.

② Ring in the Castle

If you fall through the disappearing floor in Great Moblin's Palace at least once, you'll see a ladder going up on your rough trip back to the outside. Jump up to it and climb up to a hidden cave with a treasure chest. Inside is a ring.

The area underneath the Moblin hideout is pretty dangerous, but if you can make it to the ladder, you'll get a ring!

③ Fairy's Fountain

A Fairy's Fountain appears in the bottom right of section F1. Use it to restore your health when you get weary. It's worth the time travel trip to restore all of your health.

④ Goron's Treasure

If you've upgraded your Seed Satchel with Tingle and your Bomb Bag with the Fairy, you can help the Goron search for treasure. Leave 20 bombs and 20 Ember Seeds with the Goron, then return a bit later. The Goron will share the treasure he finds with you!

You need the upgraded Bomb Bag and Seed Satchel to help out the Goron. You can't access the area until after you've completed Crown Dungeon and you can approach from the east.

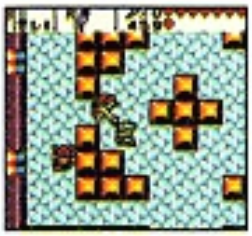
Level 5

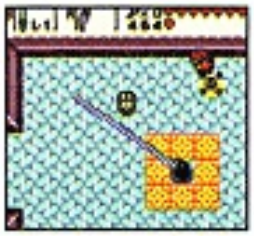
CROWN DUNGEON

Named for its layout, which resembles a crown, the regal dungeon is—quite appropriately—a royal pain to navigate. Retrieving the local essence known as Sacred Soil won't be easy, since your path will depend on Crown Dungeon's two sets of barricades, which alternately raise or lower.

1 Mobs of Moblins

Moblins mainly make up the cast of enemies patrolling Crown Dungeon. Three of them guard room C5, while a rotating laser eye keeps watch over the adjacent room. Make your way to room A3 and ignore the orb switch in room C4 for the time being.

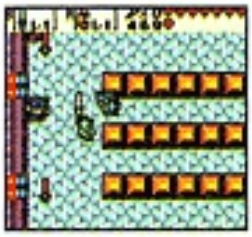




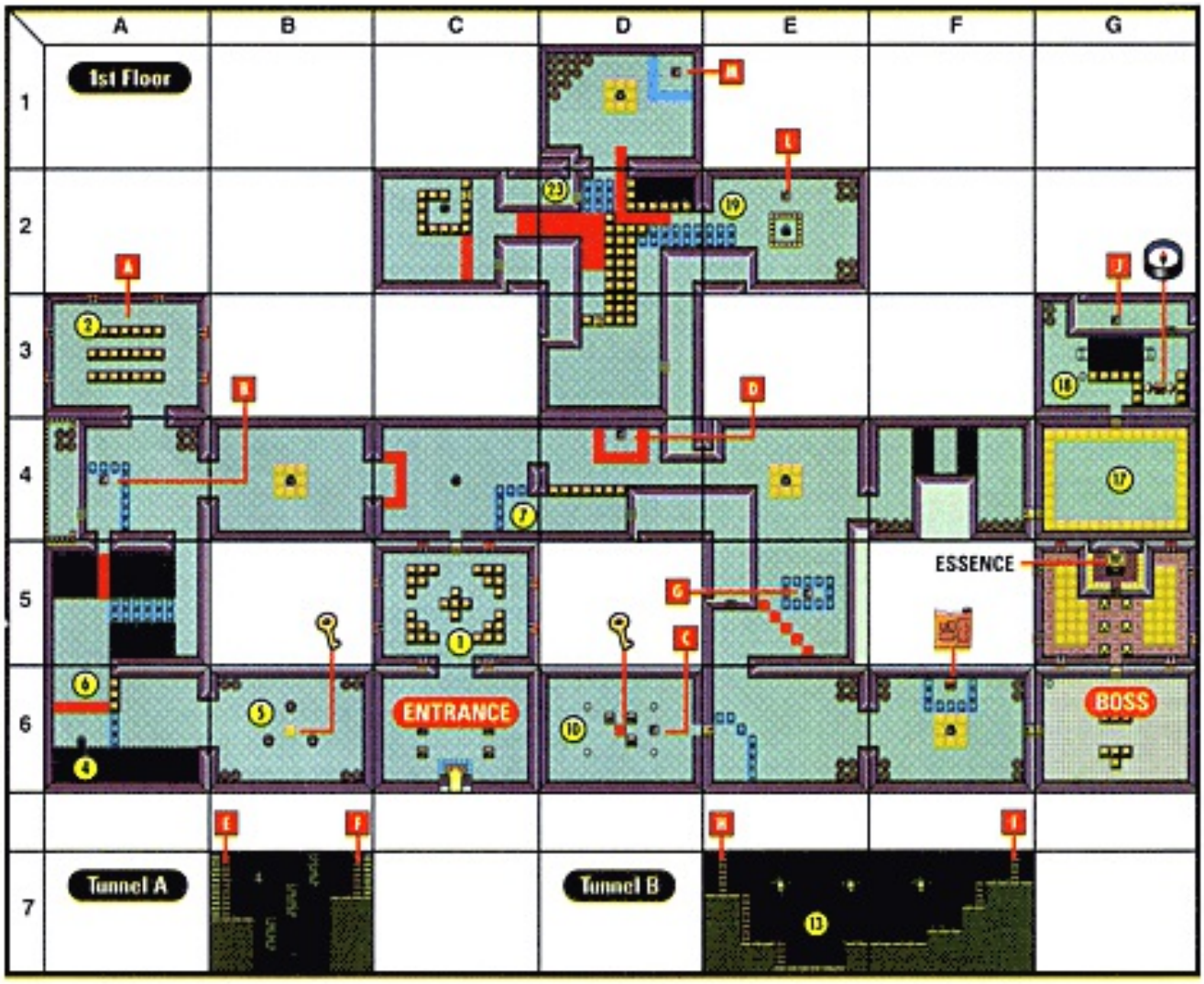
Stay light on your feet when slipping past the watchful laser eye. If the laser catches you in its sights, hop away from the beams by using Roc's Feather.

2 Step by Step

After defeating the Moblins, head down the stairs at the top of the room. Labeled with an A on the map below, the staircase leads to the A on the map on page 91. Match letters on both maps to see where all of Crown Dungeon's dozen-plus stairways will lead you.



As you head for the stairs, fight the Moblins in the open, rather than in the narrow walkways between the rows of blocks. Avoid close quarters.



3 The Ol' Switcheroo

As long as something is weighing down the floor button, the exit will be open. Reposition the diamond block on top of the button by using the Switch Hook. In the neighboring room, leave the treasure chest for later and head up staircase B.

Jump across the gap to shoot the diamond block. Hop back to the southern platform once you've switched places and hook the block until it lands on the button.

4 Raising Red, Lowering Blue

The orbs control the red and blue barricades. Only one color of barricade can be active at a time, so if the blue barricades are raised, all red ones will sink into the floor. When you reach the orb, the blue barricades will be active. Strike the orb to lower the blue ones and raise the red ones.

5 A Real Eye-Opener

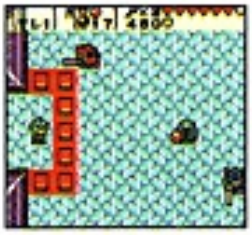
When you shoot one of the statues with your Seed Shooter, it will open its eye very briefly. A chest will appear if all three statues' eyes are open at the same time. Pull off the feat by ricocheting a seed so that it bounces between two statues, then quickly shoot the remaining statue.

Shoot seeds at the statues to open their eyes. If all three statues open their eyes at the same time, you'll win a key.

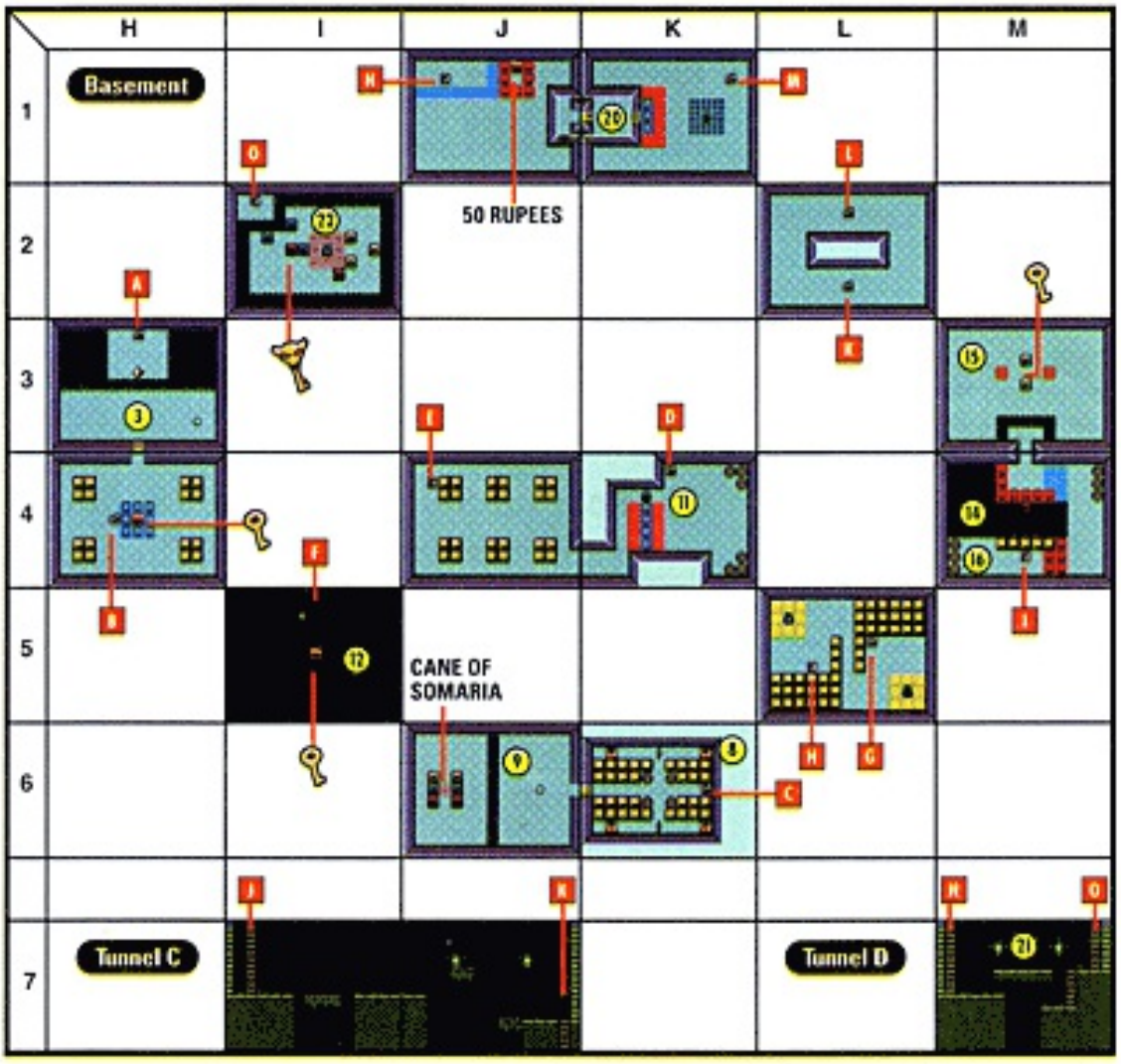
6 Raising Blue, Lowering Red

Once you've gotten the key from room B6, hit the orb in A6 to raise the blue barricade. Station yourself north of the red barricade you've just lowered, then fire a seed at the orb to raise the red barrier. By doing so, you'll be able to reach the chest in H4 that was once surrounded by a fence of blue.

As you backtrack to collect the key in H4, shoot the orb so that all red barricades come up and all blue ones deactivate.

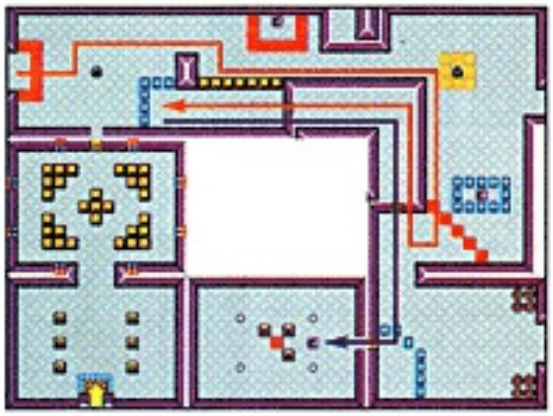


Return to C4. A red barricade will fence you in, so lower it by blasting the orb from behind the crimson barrier.



7 Back and Forth to the Stairs

Your next destination is staircase C in room D6, but you'll have to get past the red and blue barricades first. Begin your trip by following the red arrow on the map below. When you reach the blue barricade, shoot a seed at the orb, then follow the blue arrow on the map below.



Follow the red arrow back to the orb switch. Use your Seed Shooter to hit the orb and lower all blue barricades, then follow the blue arrow on the map to reach the stairs.

8 Playing with Fire

Load Ember Seeds into your Seed Shooter then station yourself in the center of the room. Shoot at the spinners above and below you so they ricochet your Ember Seeds into the torch lamps in the corners of the room. When all four are lit, the west exit will open.

9 Cane of Somaria

Stand on the button to view the color pattern. On the other side of the gap, you must rearrange the six statues so they match the pattern that the button revealed. If you've successfully arranged the statues, a treasure chest will appear. Inside it you'll find the Cane of Somaria, a nifty item that will enable you to create a block.

Rearrange the statues on the left side of the room so they match the color pattern that appears when you step on the button on the right side of the room.

10 Around the Block

You can uncover a key if you weigh down each of the four floor tiles. Slide each of the three statues onto a tile, then aim the Cane of Somaria at the remaining tile. When the cane magically places a block on top of the tile, the chest containing the key will appear.

11 Dungeon Map and Downstairs

After getting the key in D6, head to F6 to find the map. Add it to your inventory, then return to C4 and hit the orb to raise the blue barricades. Make a beeline for room D4 and descend staircase D. When you emerge in room K4, stand on the lowered red blocks and hit the orb, then drop into the blue trench and hit the orb again to head west.

Grab the map in F6, then take the stairs in D4. In K4, raise the red barricade while standing on it, then raise the blue barricade while standing on it to work your way west.

12 Walking in the Dark

A mazelike bridge winds its way to the chest, but the room is so dark that you can't see the twisting pathway. If you walk blindly, you'll fall off the invisible path. Play it safe by creating a block and pushing it in front of you so you'll know where the road ends. Once you've found the key, hook the diamond block for a shortcut back to the stairs.

After jumping across the platforms to reach the dark room, create a block and push it in front of you to figure out where the invisible path is.

13 Every Step You Make

From room I5, work your way back to staircase D in room D4. Revisit C4 to hit the orb and raise the red barriers, then go down staircase G in room E5. You'll pop out at room L5, where staircase H will lead you to a side-scrolling room. Create blocks to use as steps so you can climb to the ledges.

14 Shoot the Switch

Aim your Seed Shooter diagonally to hit the orb and lower the red barricades. Cross the blockade you've taken down and station yourself to the right of the orb. Shoot it to lower the nearby blue barricade, then head north to exit to room M3.

15 Tandem Statues

Place a statue on both tiles. When you push one statue, the other statue will move in the same direction. The companion statue won't move if something is blocking its way, so create a block next to the tandem statue so that it stays locked in place while you're pushing the first statue.

16 Down with the Blues

As you backtrack from room M3, shoot the orb switch before heading up staircase I. By deactivating the blue blockades and raising the red ones, you'll lower the barrier that surrounds staircase G in E5—the room where your return trip will eventually take you.

17 Smasher

Smasher wants to play fetch, and it will toss its ball at you. Avoid getting bowled over by its ball, and hurl it back at Smasher by using your Power Bracelet to heave it over your head. The ball is the only item that can damage Smasher, so aim it at the retriever. Keep pelting it with your pitches until Smasher rolls over and plays dead.

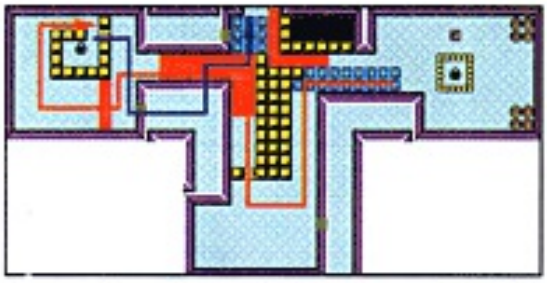
The ball will disappear after a few seconds before reappearing elsewhere. Quickly retrieve Smasher's ball and return the pitch before the ball vanishes.

18 Bridge to the Compass

Extend the bridge by creating a block on top of the floor button. When you cross to the other side, fire your Switch Hook at one of the diamond blocks flanking the treasure chest. Open the chest to claim the compass, then switch places with either diamond block to exit.

19 Reaching Staircase M

After defeating the guards, stand on the blue section of floor and shoot the orb to raise the barricade beneath your feet. Walk along the blue barricade, following the red arrow on the map below. Open the lock in room D3 (on page 90's map), hit the orb in C2, then open the lock and follow the blue arrow.



Raise the blue barricade while standing on top of it. Follow the red path to the orb and activate it, then follow the blue path to reach staircase M in room D1.

20 Shoot and Ladder

Staircase M leads to a ladder surrounded by a deactivated red barrier and a raised blue one. Stand on the lowered barrier, then hit the orb. From atop the ledge, shoot the orb so you can reach the chest in J1.

21 Stepping Up

Shoot the orb in K1 to lower the blue barricades so you can go down staircase N. In the side-scrolling tunnel, you must cross the central platform. Create a block by the platform and use it as a step.

22 Boss Key

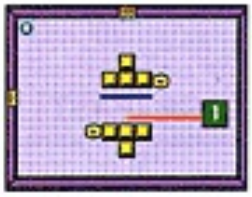
To win the Boss Key, place statues on all the tiles that surround the owl. Since there's no color pattern to follow, concern yourself with rearranging things. All statues of the same color will move when you push one of them, you use the cane to block them in.

23 To the Final Battle

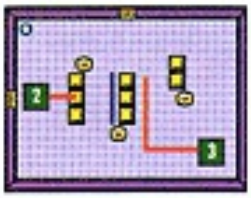
With the Boss Key in your inventory, climb staircase M to return to D1. Ignore the orb switch and leave all blue barricades down. Make your way to room E4, then hit the orb to lower all red barricades. Travel down to E6 and head east for your showdown with the boss in G6.

Dungeon Boss
SMOG

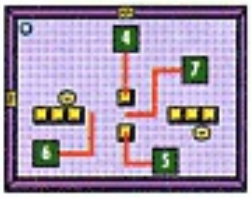
Smog is a fluffy windbag that will split into smaller clouds. As the tiny puffballs circle around the room's block formations, you must use the Cane of Somaria to reroute the clouds so they collide and form a larger cloud. When they all reunite to form Smog, attack it with your sword.



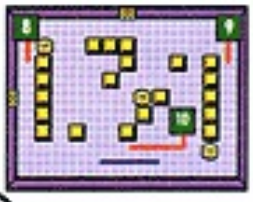
You must get the small clouds to crash and form Smog in four different rounds. Place your first block at location 1.



In round two, place a block at 2 so the left cloud collides with the middle cloud as it travels down the blue path. At point 3, create a block to redirect the new cloud into the last cloud.



Push block 4 to the left and block 5 to the right. Create a block at point 6, then plug up space 7 with a block before the cloud has a chance to slip through the gap.



Make the left and right clouds travel along the perimeter by placing blocks at points 8 and 9. At 10, place a block so the middle cloud will merge when the larger cloud is on the blue path.

Before Level 6

ROLLING RIDGE (EAST)

After you've completed Crown Dungeon, you'll be able to access the eastern side of Rolling Ridge. There are several minigames to play and many trips between the past and the present. You need to earn two keys on the eastern side of Rolling Ridge to enter Mermaid's Cave—one in the past, and one in the present.

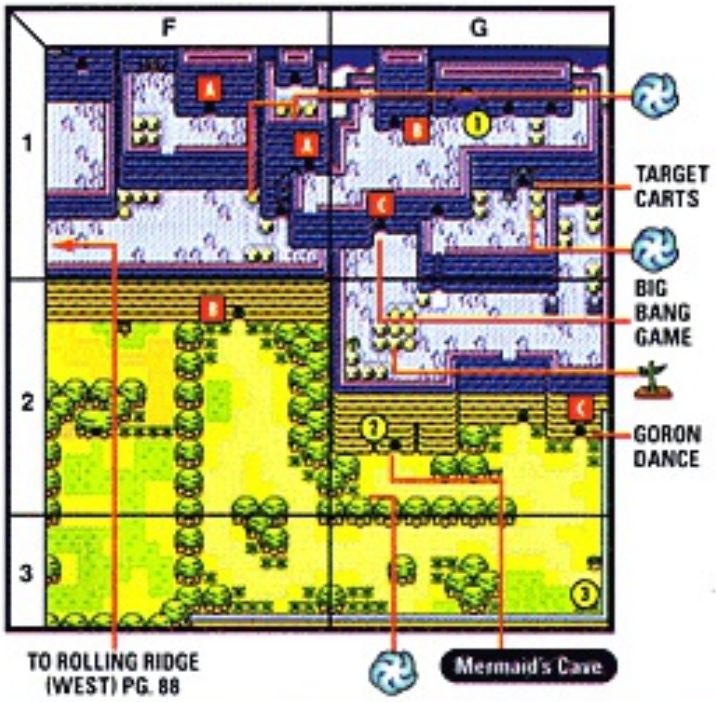
Heading East

Take the newly completed tunnel to the long, narrow tunnel. Go down the stairs to the next room, which is partially blocked by shells. Push the top shell to the right, then push the bottom shell down. At the second set of shells, push the rightmost shell down, then the bottom-left shell to the left.

When you exit Crown Dungeon, you'll run into a Goron who'll explain that the tunnel to the eastern side of Rolling Ridge has been completed.

The walk to the other side of the mountain is simple. Cross the bridge, then push the shells out of your way to continue.

PRESENT: ROLLING RIDGE (EAST)



Let's Dance!

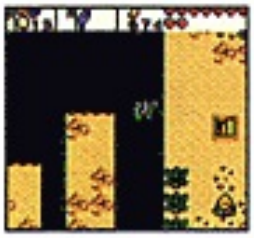
You'll emerge from the shell room onto another tall cliff. Take a right, then head up to the door marked with a C on the map. You'll emerge at the base of Rolling Ridge. Follow the road around until you get to two doors in the mountain. Take the right door to try your luck at the Goron Dance. If you want to be considered a good dancer, you must repeat the sequence of sounds (made by the A and B Buttons) exactly as the Gorons perform them.

You'll get the Goron Symbol of Brotherhood the first time you beat the Goron Dance. It's tough.

A Trip to the Past

In the present, locate the Time Portal in the bottom-left corner of the area in front of Dry Falls. In the past, reenter the cave where the Gorons dance, but take the stairs this time. You'll come to a wide cavern with gaps that seem too wide to cross. Use the Pegasus Seeds to cross the gaps. Push the bulb to the hollow in the wall, then play the Tune of Currents. Back in the present, climb the vine.

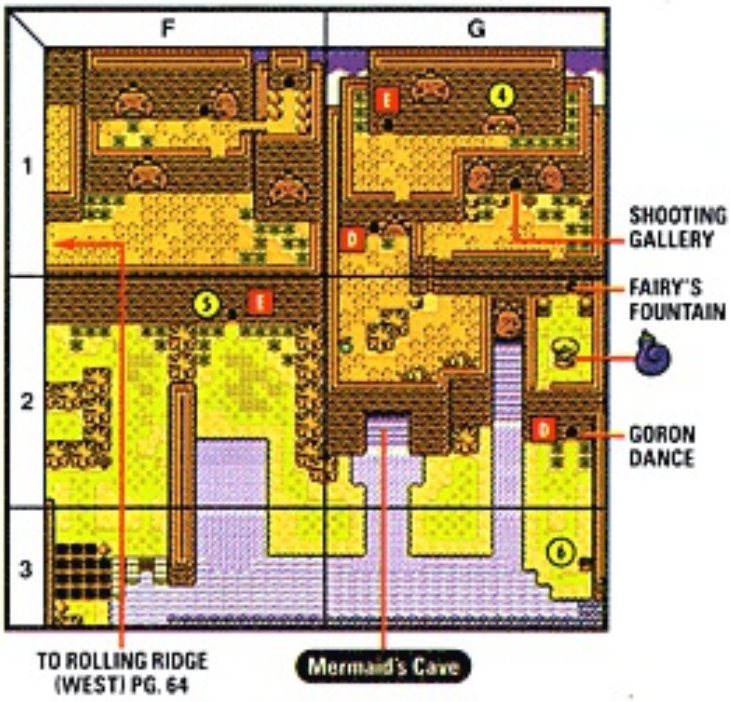
The Goron blocking the stairs will move if you have the Symbol of Brotherhood. The Dry Falls house Mermaid Dungeon in the present.



Use the Pegasus Seeds to cross the wide gaps. The Switch Hook will help you move the bulb.

If you dig a bit in the present, you'll find a nice spot of soft soil where you can plant a Gasha Seed.

PAST: ROLLING RIDGE (EAST)



Target Carts

Jump in a cart to play the Target Carts shooting game. Use the Seed Shooter to shoot the stationary gemstones from the moving cart. If you're a perfect shot, you'll win the Rock Brisket.

Fair Trade

In the present, take the Rock Brisket to the Goron sitting in front of the stairs near the Goron Dance. He'll thank you for your kindness with a Goron Vase. Walk outside to the Time Portal, then return to the past. Give the Goron Vase to the Goron sitting in front of the stairs in the past. He'll give you Goronade in thanks.

The vase you get from the Goron in the present is just the sort of heirloom the Goron in the past wants to have. The green fortune-teller can give you clues when you're stuck in Rolling Ridge.

Big Bang Game

In the present, take the stairs near the Goron Dance, cross the chasm, then go up two flights of stairs to reach the Big Bang Game. Give the owner the Goronade then play the game to win a Mermaid Key. Run and jump to avoid the bombs that fall toward you. Keep moving to win.

Shooting Gallery

Leave the bomb game and return to the Target Carts area. Pull a rock to reveal a Time Portal, then return to the past. The Target Carts game was a Shooting Gallery in the past. Play it to win the Lava Juice. You can play the game repeatedly to win Rupees, Gasha Seeds or a Boomerang!

Dance Fever

From the Shooting Gallery, go left then jump off the ledge where the vine grows in the present. Enter the door on your left, then give the Lava Juice to the Goron who claims to know the Graceful Goron who runs the Goron Dance. He'll give you a Letter of Introduction, which will give you a chance to win another Mermaid Key.

Go to the Goron Dance, show the red Graceful Goron the letter, and dance. If you dance well, you'll win the second Mermaid Key!

① Oh My Gasha!

After you tackle the Big Bang Game, take the stairs next to the game's sign. Drop down from the ledge to the previously unreachable chest. Inside, you'll find a Gasha Seed.

② Diving for Treasure

After you have the Mermaid Suit, be sure to take a dive in the deep, dark pool just left of the Mermaid Cave's door in the present. Inside the pool is a ring. Have it appraised as soon as you can.

③ Unfriendly Oldster

Burn the small tree at the bottom right of Rolling Ridge to meet the old man, but beware—he'll take Rupees from you.

④ Breaking and Entering

Bomb the wall to find a chest containing 100 Rupees. Play the Tune of Currents to the far right of the hole to enter a door in the present.

⑤ Shell Shock

Blast through the cracked shells with a few well-placed bombs to reach the chest, which contains another precious Gasha Seed.

⑥ Hello, Again?

If you burn the small tree in the past, you'll find a younger version of the old man. The younger man will give you many Rupees.

Level 6

MERMAID'S CAVE

You can't simply coast through Mermaid's Cave—you have to move between the past and present several times to complete it. The Mermaid Suit you pick up midway through the dungeon allows you to dive underwater and swim through fast currents, and it is an essential piece of equipment for defeating the dungeon boss.

1 Bomb the Wall

The very first room in the dungeon has a hidden door—bomb the middle of the right wall to reveal it. Drop the bomb in front of the weakest portion of the wall, which appears to be made from a pile of many round stones. Walk through the new door to the next room.

2 Use the Ember Seeds

The strange, white creatures are easily dispatched with a carefully aimed Ember Seed. Use the Seed Shooter to light each candle-like enemy's wick, then get out of the way—the creatures will run wildly about until they explode. The yellow door will open when the enemies are destroyed.

3 Boomerang Boost

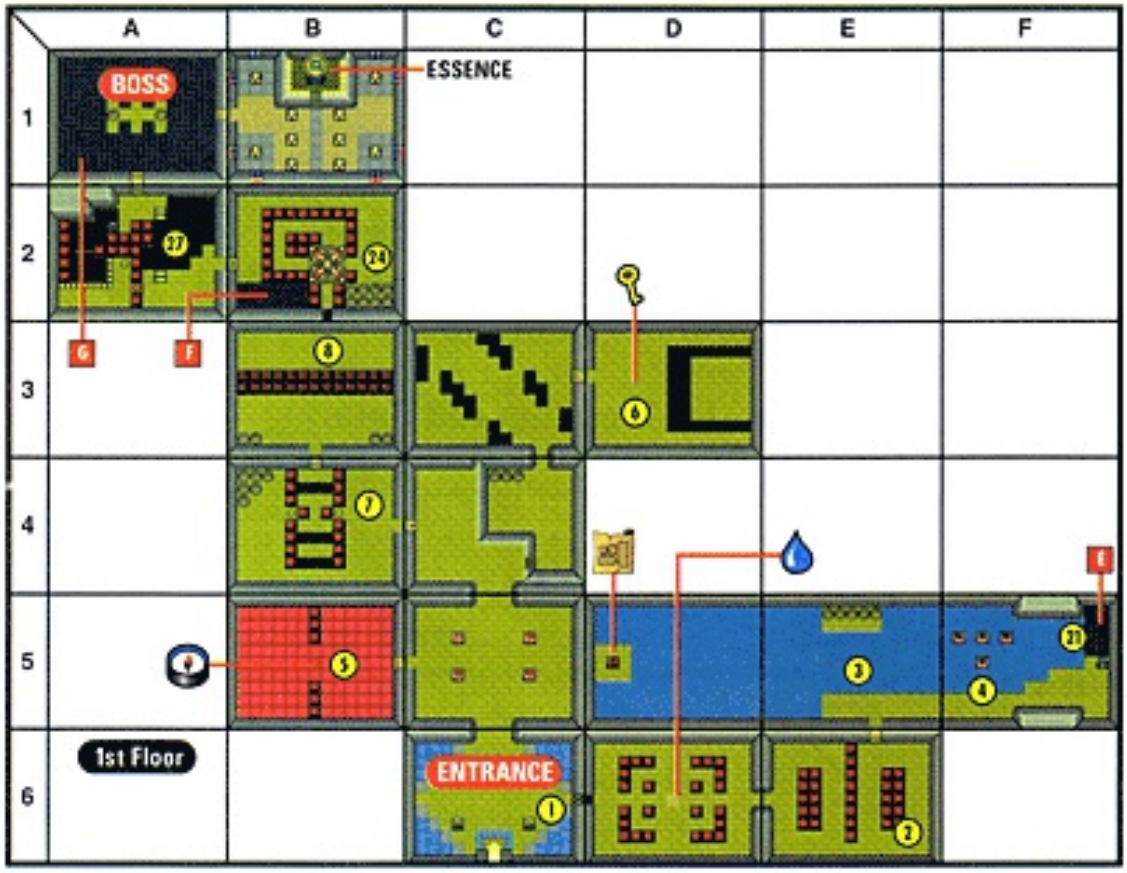
If you managed to pick up the Boomerang from the Goron Baseball game, you can use it to freeze or destroy many of the enemies in the game. One hit from the Boomerang gets rid of the Anti-Faeries and freezes the Water Tektites.

4 By Torchlight

You'll have to light the torches in order, or they won't stay lit. Start with the top-left torch. Light the top-middle torch next, then the bottom torch. Finish with the torch on the far right.

After the torches are lit, a large section of the cave will disappear, which allows you to continue to the right.

PAST



5 Get the Compass

Jump over the middle square in room B5 with Roc's Feather to change the color of the floor. The Gels will quickly change color to match the floor. Hit them before they do—you can't destroy them when they are the same color as the floor. The compass will drop from the ceiling after all the Gels are eliminated.

6 Get the First Key

Destroy the candlelike enemies with the Ember Seeds to open the door. Hide from the burning creatures to avoid falling through the holes in the floor. When every enemy in the room is destroyed, including the Keese, the door will open. Eliminate the hooded Stalfos in the next room to earn the first key.

Drop a Scent Seed to lure the Stalfos off the edge. You can also shoot them with the Seed Shooter.

7 Jarred Open

Use the Cane of Somaria to create a block to cover the switch on the right of the locked door. Toss aside several jars to clear a way behind the middle jar. Push the middle jar onto the other switch, then use Roc's Feather to jump across the holes in the floor to the newly opened door.

8 Bomb the Wall

Fight off all of the enemies in the bottom half of the room, then bomb the cracked blocks to get to the other half of the room. Place a bomb one step to the right of the center of the wall to reveal another secret room. You can't do very much in the room just yet.

Play the Harp of Ages

Exit the cave and play the Tune of Currents on the Harp of Ages just outside the waterfall to return to the present. Mermaid's Cave is not behind a waterfall in the present. The cave is not identical in both times, but what you do in the past affects the cave in the present.

9 Get the Map

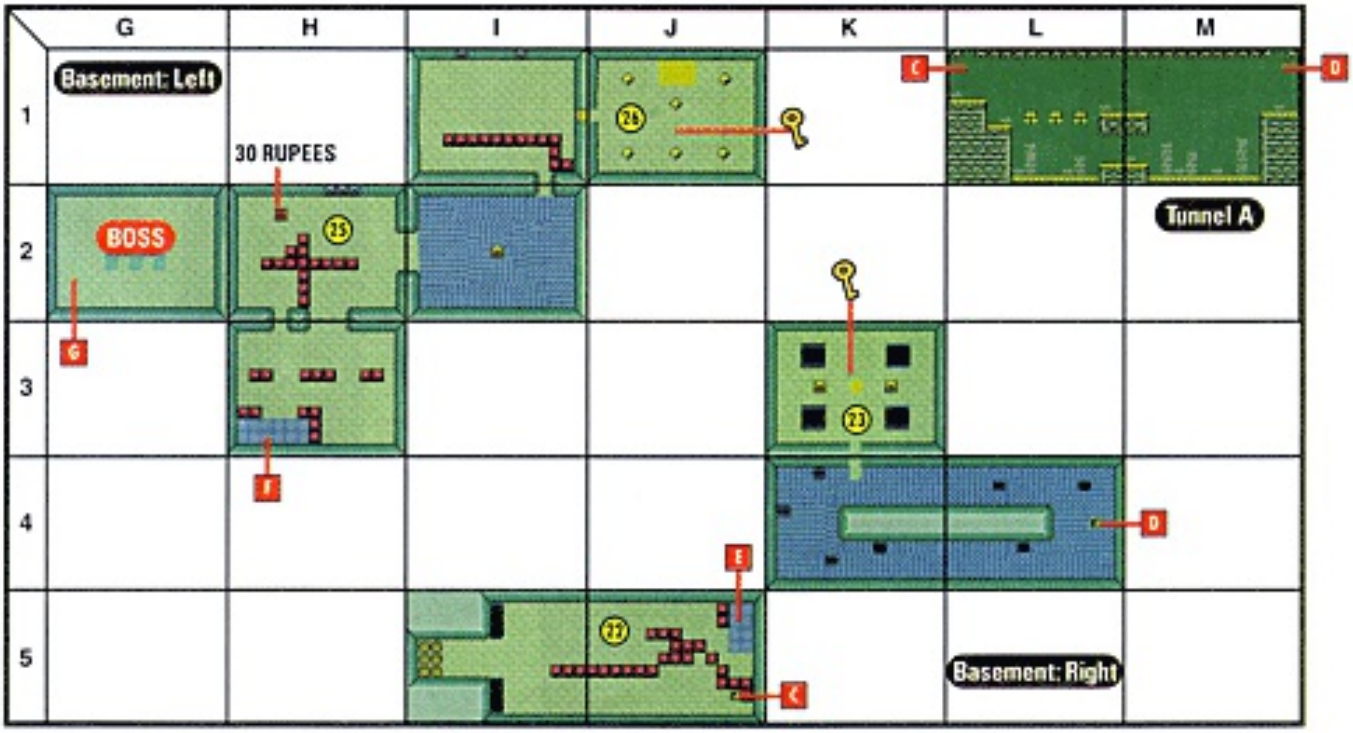
Walk straight through the first three rooms, then take a left to get to room O9. Use the Switch Hook to travel across the open floor to the other side of the room. Open the chest to pick up the map.

10 Floor Show

Walk through the rooms to P10. While hugging the wall, use the Seed Shooter to hit the Crystal Switch. The floor will change shape drastically, and you will be able to cross to the other side of the room. While hugging the wall again, shoot the Crystal Switch to put the floor back to its original position. Walk through the right door.

Stay close to the wall, or you'll fall when the floor changes shape.

PAST



11 Key to Success

Drop a Scent Seed near the red blocks to draw the snakes off the edge of the floor and into the abyss. When every enemy in sight is defeated, a chest will appear on the yellow tile. Inside the chest is a key.

12 Floored Again

From a safe position, shoot the Crystal Switch again. Cross the floor and head to the left. Tag the switch once more so you can enter the left door in room P10. Place a bomb between the two blocks in room O10 to open a passage to room O11. Use the Switch Hook to cross the gap in the floor, then bomb the broken part of the wall.

The bomb will open yet another secret passage, which leads to the next room.

13 Roll the Die

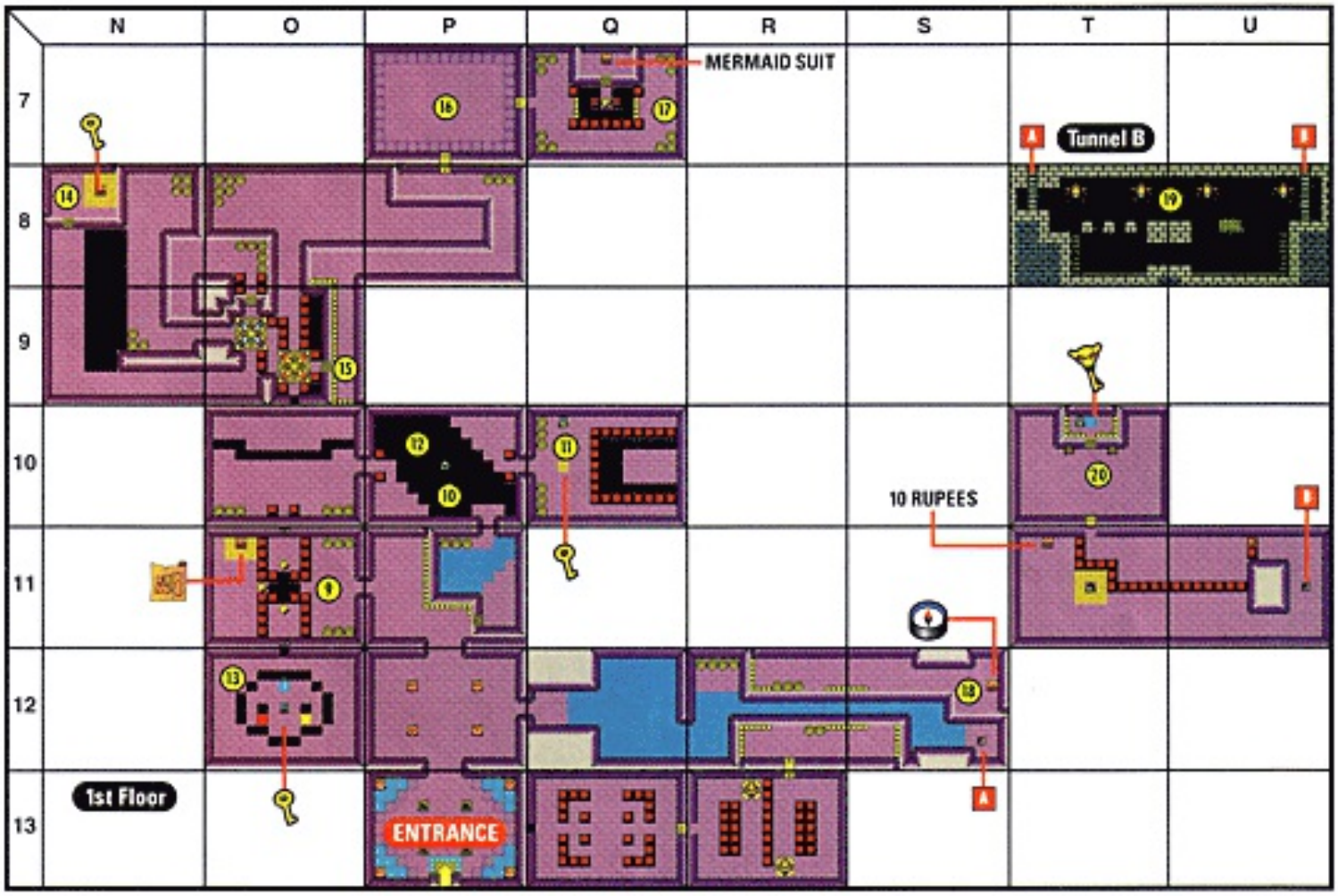
Jump over to the die. Push the die on top of the tiles, and make sure that the die's top color matches the color of the tile it is covering. Roll the die over the yellow and red tiles before you cover the blue tile. Blue has to be last, but yellow and red can be in either order. You'll get a key for your troubles.

14 Another Key Issue

Follow the red path first, then the blue to work your way to the chest and another key. You'll ride the turnstile several times. It can get confusing—just remember that you want to reach the bottom.

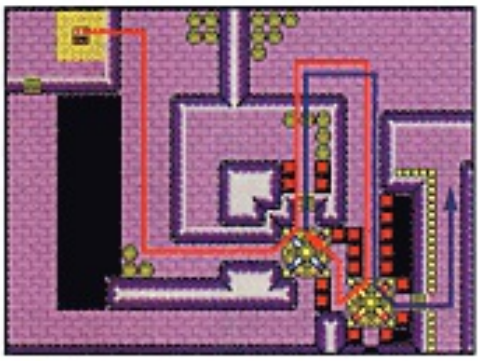
You'll be walking in circles for a while, but the key is definitely worth the effort. Smash the jars when you need replenishment.

PRESENT:



15 A Tricky Trip

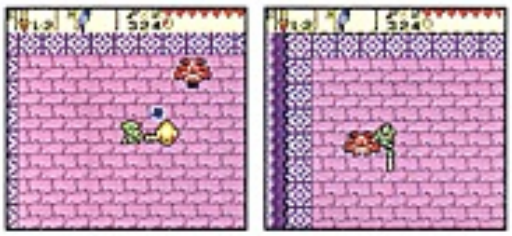
From the chest, jump down the cliff and follow the red path, then the blue, to reach the next rooms on the top right. It's another circuitous journey because you have to change the direction of the turnstiles.



Few enemies will cross your path. Remember that you can jump down to the lower levels from the ledges.

16 Destroy the Demon

Your sword is powerful enough to vanquish Vire, especially if you can time your charged-up blows correctly. Swipe at the demon whenever it gets close enough to hit, and use your sword to deflect the enemy's red and blue fireballs. The demon will stay as far away from you as possible as its energy fades. Patiently wait for it to come within range, then attack.



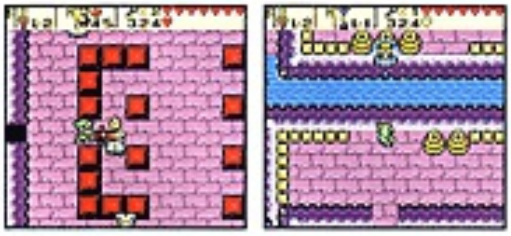
Vire is much faster than you are. If you are quick with your sword, you will end the winner.

17 Get the Mermaid Suit

A decent supply of bombs and very good timing will get you to the chest that holds the Mermaid Suit. Hold a bomb until it starts to flash red, then toss it at the broken block on the platform beyond the red blocks. Switch-Hook the diamond block to get to the platform.

18 The Long Way to the Compass

Burn the candle enemies to open the door to R13. Follow after the giant blades to avoid damage. Use the Switch Hook on the jars to get to the other side of the water. The compass is inside the chest.



You should stay out of reach of all enemies, especially the flaming ones. You can destroy most enemies, but the blades are there to stay.

19 Through the Tunnel

Drop from the ledge to the stairway. Inside the tunnel, jump carefully from small ledge to small ledge. If you land on the spikes, jump off of them as quickly as possible. Climb the ladder to exit the basement.

20 Find the Boss Key

Pull the levers several times. Each time the wrong lever is pulled, snakes will fall into the room. Rid the room of snakes, then pull a lever again. Eventually, a chest containing the Boss Key will drop from the ceiling instead of snakes.

There is no way to tell which lever is the right lever to pull. Just keep trying until you get the key.

Warp to the Past

Exit the cave and step on the warp to return to the past. The warp from your last trip should still be there, but if it isn't, there is a warp pad right outside the cave entrance.

21 Dive to the Basement

The Mermaid Suit gives you the power to swim in dark or turbulent water. Dive into the dark blue pool by pressing B. To swim on the surface or underwater, you must press Left, Right, Up or Down repeatedly. Otherwise, you will float in place.

22 Underwater Action

When underwater, you can use items assigned to the A Button only, because you use the B Button to dive and surface. Most underwater enemies are susceptible the Seed Shooter, the sword or the Switch Hook. Swim down to the staircase on the bottom right then across the underwater basement.

You may have to swim against the current in some areas. The black holes are dangerous, so swim around them carefully.

23 Water Fight

Use the sword to slice the snakes. After the enemies are defeated, a chest containing another key will drop into the room. Try to avoid the fireballs the Face Lamps shoot at you. They'll stop shooting once you take care of all the snakes.

24 Roundabout

Swim out of the first underwater area, then walk all the way over to room B2. Follow the red path then the blue path to the pool of water. Dive into the pool. There aren't any enemies in the first underwater room you come to.

25 Never Spear

From the first underwater room, swim up into the second. Swim through the left opening first if you'd like the 30 Rupees inside the chest. Swim back to the first room, then take the right opening back into the second room to avoid the spears just to the right of the chest. Follow the right wall into the third underwater room.

The third room has two snakes and a Face Lamp. If you take out the snakes, the lamp will stop shooting fireballs at you.

26 Switch It Up

Swim through another room, then destroy the snakes inside. The door to the last underwater room in the area will open. Take out all the enemies in the room, then use the Switch Hook to move all of the diamond blocks onto the yellow tiles on the floor. A chest will appear once the blocks are in place. The last key you need is inside the chest.

27 Making Your Way

Go back to the first underwater room to exit the area. Walk through the boss door on the left. The last key you picked up will ensure that you make it through the locked block. Use the Cane of Somaria to hold the switch down when the shutters are in the correct position for shooting the Crystal Switch. The Crystal Switch activates a bridge—cross it to reach the dungeon boss.

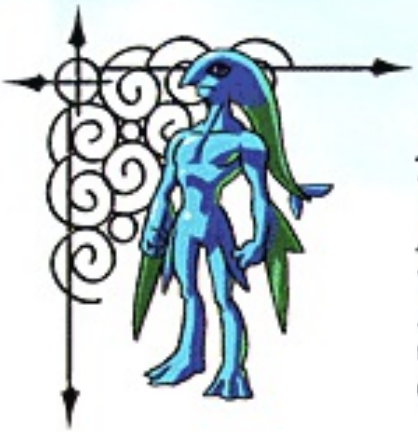
The position of the shutters is important. Aim a seed at the tilted shutters to hit the Crystal Switch.

Dungeon Boss
OCTOGON

The fight with Octogon takes place both underwater and at the water's surface. Use the Seed Shooter and the Scent Seeds to sink the sea monster. Aim for the monster's small mouth on its red side—the paler side of the creature feels no pain. When Octogon chases you underwater, use the walls to bounce a Scent Seed at it without having to turn around. You can also hit the monster's red side when it surfaces.

Aim for Octogon's Red side on the surface and underwater. It's the creature's weak spot. Take care to dodge the projectiles Octogon shoots, too!

The Seed Shooter is your best weapon against Octogon. You can pick up extra seeds from the jars at the surface.



Before Level 7

AMBI'S PALACE & ZORA VILLAGE

Veran, who is occupying Nayru's body, has been masquerading as the Oracle of Ages and has tricked Queen Ambi into trusting her. Nayru stays in the palace, and there are usually many guards patrolling the grounds. After the sixth dungeon, the queen will leave her castle, so you'll have your chance to sneak in and find Nayru.

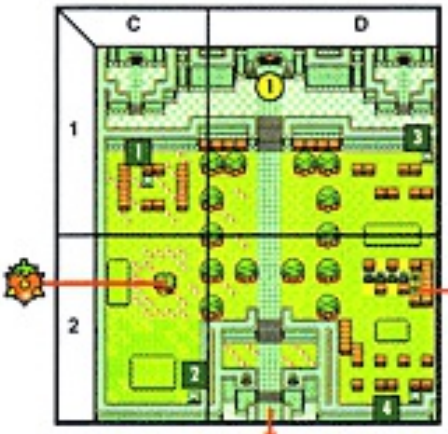
Storming the Castle

A hidden passage in the castle garden leads inside the palace. Four statues of Queen Ambi block the path to the secret entrance, and you can move them out of your way by activating four buttons in the garden. The numbers in green squares on the map to the right show the locations of the buttons. Guards patrol all four areas, but as long as the soldiers don't face you, they won't notice you.

If the guards see you, they'll kick you out. Sneak behind their backs to hit the four buttons that clear the path to the hidden passage. Chop the bushes to reveal the secret stairs.

The hidden passage leads to the castle. The guards inside won't kick you out if they spot you. Instead, they'll hurt you, so fend them off with your sword and dash to the exit.

PAST: AMBI'S PALACE



HIDDEN PASSAGE

TO LYNNA VILLAGE PG. 65

① Crown Jewels

The hidden passageway to the castle leads to a palace room with a doorway to the east and west. If you head east from the stairs and sneak past Queen Ambi's patrolling guards, you'll be able to reach a treasure chest that contains a ring.

Palace Boss

POSSESSED NAYRU

When you first set foot in the castle, head west from the stairs to find Nayru. Since she's still possessed by Veran, you must not harm Nayru's body. Stun Nayru instead by shooting Mystery Seeds at her. When Veran's dark spirit emerges, fire your Switch Hook at it to drag it away. Before Veran has a chance to retreat into Nayru's body, hit the specter with your sword. Repeat the process three times to rescue Nayru.

Veran can't stand Mystery Seeds. If you blast them at Nayru, you'll cause Veran's spirit to exit her body. Reel Veran away from Nayru, then slash the entity.

Tune of Ages

With Nayru freed and peace restored in the present, Veran must find another body to occupy. Queen Ambi is the perfect victim, and just as Veran is possessing her, Nayru will take you and Ralph back to the present. Labrynna still isn't safe since Veran is in the past and can undo the present, so Nayru will teach you the timely Tune of Ages.

Once you've freed Nayru from Veran, the Oracle of Ages will teach you the Tune of Ages (Tune of Time). The new song will allow you to travel from the present to the past and vice versa.

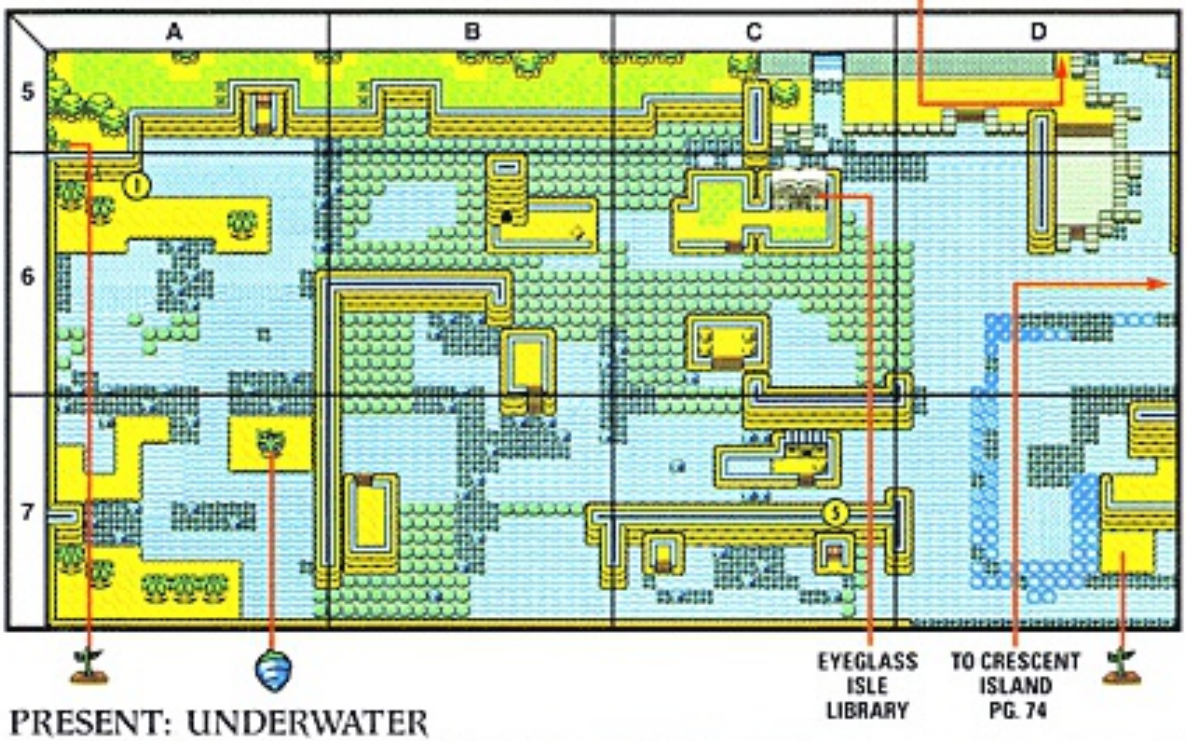
King of the Sea

The Maku Tree senses that the next Essence of Time lies inside a fish's belly. The fish is Jabu-Jabu, and you'll find it floundering in the southwest seas. Begin your voyage by swimming to the house at C7. While standing at its doorstep, play the Tune of Ages to warp to the past. Take another dip and dive underwater, then swim west. Island-hop while playing the Tune of Ages on dry land to change the waterways so you can swim to Zora Village.

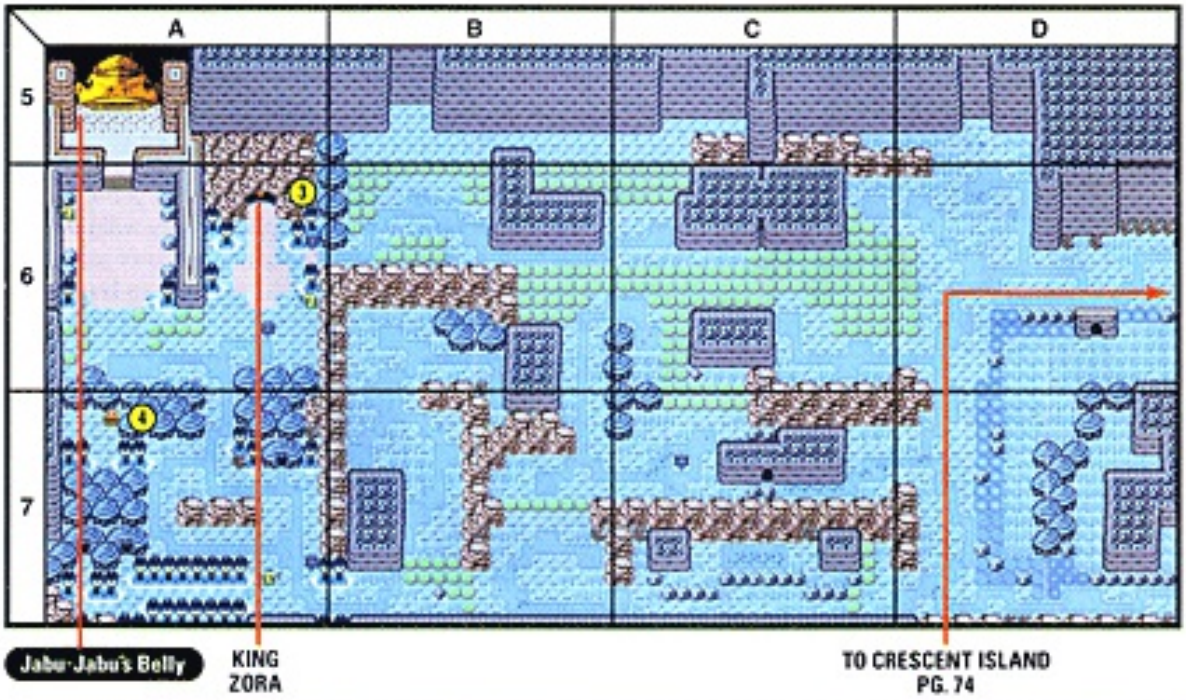
Poisonous blobs pollute the water. Avoid contact with them and use your Switch Hook to cross the hazards.

In the past, King Zora will be sick, so give him Magic Potion from Syrup's Potion Shop. Revisit him in the present to receive the Library Key.

PRESENT: ZORA VILLAGE & ZORA SEAS



PRESENT: UNDERWATER



1 Tomb

When you have the Power Gloves, you'll be able to lift very heavy objects like the blue coffins behind the cracked wall on the jetty. Bomb your way in, then lift one of the sarcophagi to find a chest containing a ring.

2 Sea Cave

As you swim to Zora Village, you'll pass by a deep-sea cave beneath the house at C7. You won't be able to reach the chest inside until you've upgraded your Switch Hook in Jabu-Jabu's Belly.

3 200 Rupees

King Zora needs Magic Potion. Syrup sells it at her shop in Yoll Graveyard, and she charges 300 Rupees for the elixir. To find some funds for it, open the chest in the west side of Zora Palace's first room.

4 Gasha Seed

During your deep-sea journey through the village, you'll spot a chest at A7. Surface when you spot it, then cross the sandbar and dive into the northwest pool to reach your prize.

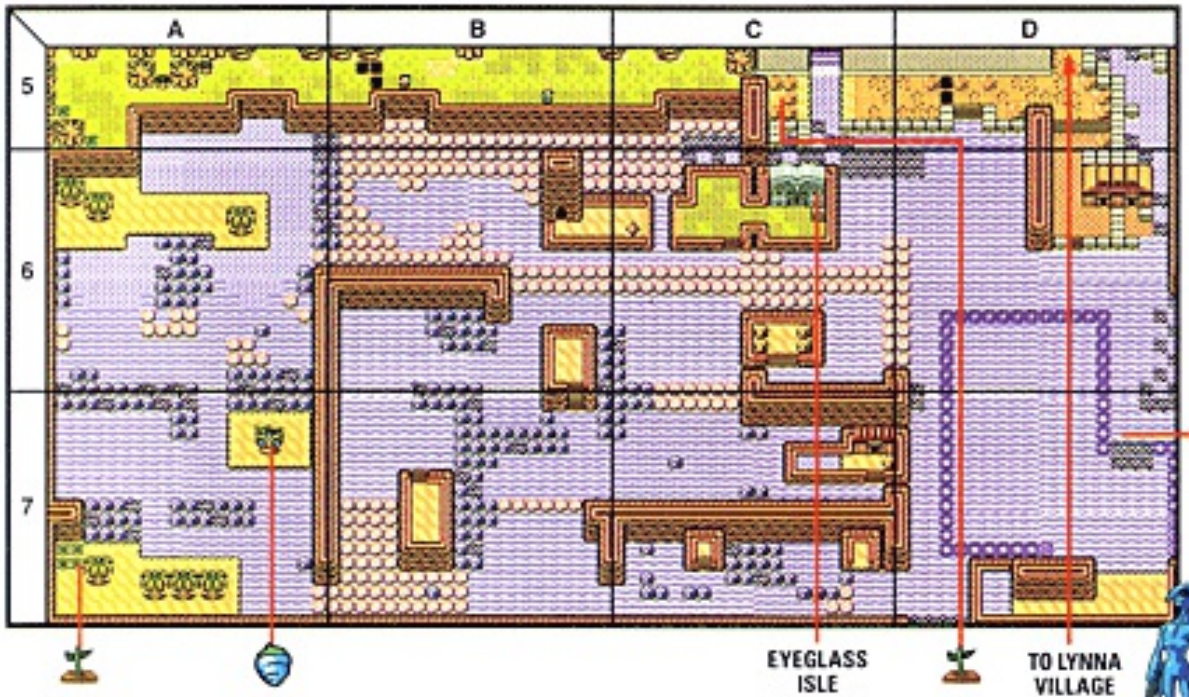
Checking out the Library

The Library Key that King Zora gave you works only in the past, so go back in time to unlock Eyeglass Isle Library. Talk to the wise man in the back of the library to learn about the Book of Seals, then chat up the Octorok in the island tower to the west. Warp to the present and speak to the man in the back of the library—he'll give you the Book of Seals. In the past, place the book on the back room podium, then follow the clues to receive Fairy Powder for the Octorok.

In the present, talk to the man in the back of the library to get the Book of Seals, then take it to the library in the past.

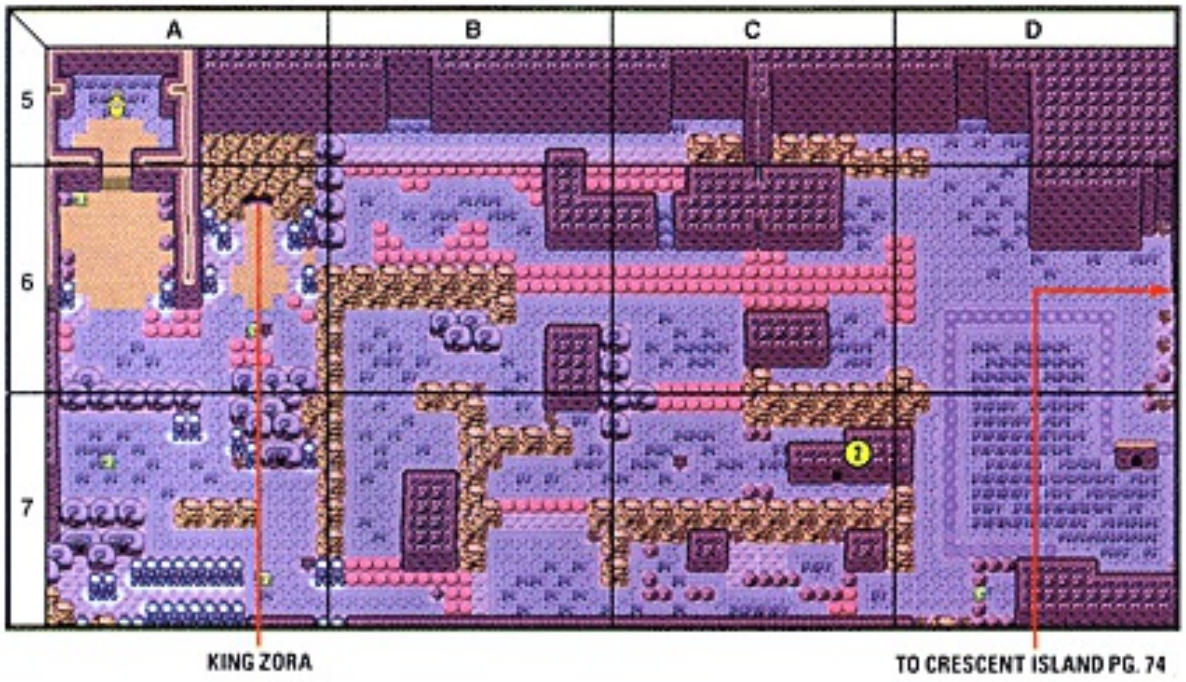
Follow the arrows and take as many steps as the clues tell you. Create a block and push it to find your way in the dark.

PAST: ZORA VILLAGE & ZORA SEAS



Your prize for navigating the invisible maze is Fairy Powder. When you give it to the Octorok, it will change back into a fairy, who'll purify the polluted Zora Seas.

PAST: UNDERWATER



5 Ring

With the seas cleansed by the fairy, you'll be able to swim to the treasure chest on the ledge. The poison blobs that once blocked your way will be gone, so swim to the ledge in the past, then play the Tune of Ages to reach the chest.

Level 7

JABU-JABU'S BELLY

Grateful that you cleansed the Zora Seas of pollution, King Zora will give you permission to enter Jabu-Jabu's Belly. The guardian fish is only a guppy in the past, so you must enter it in the present when it's fully grown. Talk to King Zora in the present to get his permission to enter, then swim into Jabu-Jabu's mouth.

1 A Diamond at Each Statue

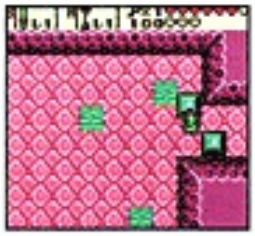
Water floods the first floor of the dungeon, so you'll be able to swim over black pits, like the ones in C12. You'll need to swim back and forth over the room's northeast pit to rearrange the diamond blocks with your Switch Hook. Place a diamond block in front of each statue to summon a key.

2 Hitting the Surface

Areas on the map marked with a red letter indicate staircases or areas where you can dive or surface to other floors. The yellow section of floor marked A in room C11 leads to C8 on the second floor. Come up for air there by swimming over the yellow section and pressing B.

3 Map Nabbing and Stair Climbing

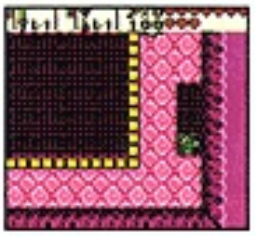
Defeat the two crabs and open the chest. Once you've claimed the map inside, head north to B5. Pincers live in two of the holes in the room's floor, so carefully approach the pits to lure them out. After you've exterminated the worms, head to the east end of the room and push the blocks out of the way. In the neighboring room, use your key to enter staircase B so you can reach the third floor.



After surfacing in C8, head directly to B5. Push the bottom block right and the top one up so you can enter C5 and take the stairs.

4 Opening and Closing the Floodgates

Room C2 is the switch room that controls the water level in the dungeon. The red button will drain the water in Jabu-Jabu's Belly, while the blue buttons will flood it. Where you can go and how you get there depend on the water level. You'll want to explore the second floor by foot, so drain it by stepping on the red button. Once all the water has gushed out, go down to C6 and fall into the hole.



The red button drains the second floor, so you'll be able to fall to the first floor by walking into the hole in C6.

5 Happy Landings

Hole C in C6 will plop you down onto the ledge of room C9. Shoot your Switch Hook at the pot on the central platform, then hook one of the pots on the western ledge to reach the treasure chest. Open it to add a ring to your collection, then head south. In C10, push the bottom block sideways so you can access another treasure chest.

Use your Switch Hook to reach the chest in C9. In C10, push the bottom block to the left or right to retrieve a key from the chest.

6 Compass Rumpus

On your way to D11, ignore the puzzle in room C11 since you won't be able to solve it until you've upgraded your Switch Hook. When you reach D11, slay all three enemies to earn the compass.

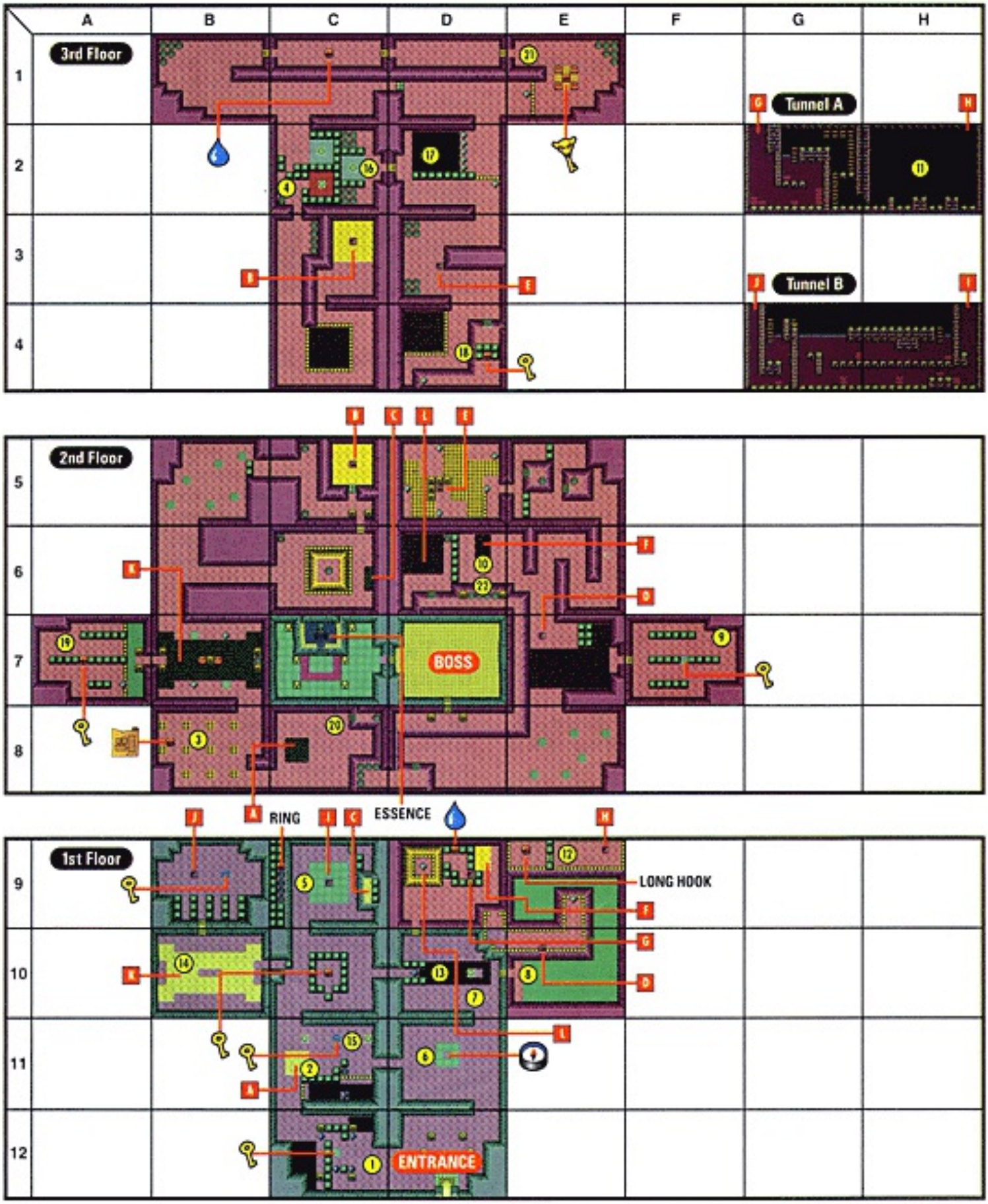
7 Handy Cane

The Cane of Somaria works on dry land only, so you won't be able to use it in any flooded areas. To weigh down the button with a block from the cane, wade into the shallow pool then stand on the small platform. Face the button then use the cane to activate it and open the exit.

8 Just Add Water

Ascend staircase D to reach E7, then head north to E5. Climb onto the platform and use your Switch Hook to land on the neighboring platform. Once you're across, enter D5 and fire the Switch Hook at the diamond blocks to cross the spiked floor. Travel counterclockwise around the spikes to reach staircase E. Upstairs, head north to C2 so you can enter the floodgate room from the east and activate the middle button.

Use the Switch Hook to cross the platforms and spiked floor so you can activate the floodgate room's middle blue button and change the water level.

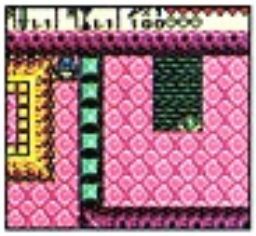

3rd Floor
Tunnel A
Tunnel B
2nd Floor
BOSS
RING
ESSENCE
1st Floor
LONG HOOK
ENTRANCE

9 Worm Skirmish

After changing the water level with the middle blue button, retrace your steps from the floodgate room to the second floor. Work your way to room F7, where you'll spar against two slithering Moldorms. Defeat them both to summon a treasure chest containing a key.

10 Taking a Dip

Dip your toes into D6's black pool at point F and hit the B Button to go under the surface. By diving, you'll enter room D9. Swim to the treasure chest to empty it of its Gasha Seed, then take the nearby stairs labeled G to enter tunnel A. The giant Angler Fish lives at the end of the side-scrolling passage, so filet all the fish in G2 to refill your hearts before picking a fight in H2.



Dive into pool F in D6 to reach room D9, where you'll find a Gasha Seed in a chest. Exit via staircase G to reach tunnel A.

11 Angler Fish

The Angler Fish is puffy like a balloon, and you can deflate it by blasting it with your Seed Shooter. Only Scent Seeds can take down the fish, so load up the aromatic ammo and fire away. When the deflated fish sinks down to your level, hit it with your sword. Aim for its antenna, because you won't be able to harm any other part of the fish. After a few hits, the giant fish will puff up again. Repeat the process so the Angler Fish won't be the big one that got away.

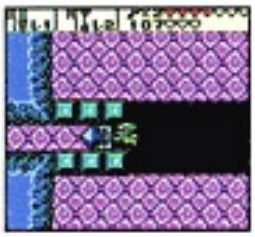
Shoot Scent Seeds at the puffed-up Angler Fish. When it falls to the ground, hit its antenna with your sword.

12 Upgrading to the Long Hook

Exit the Angler Fish's lair by taking staircase H to room E9. Unlock the barricade to access the chest and upgrade your Switch Hook to the Long Hook. The new item works just like the Switch Hook, except that its reach is longer. Test it out and exit the north platform by hooking it into the room's diamond block.

13 To the Jellyfish-Shaped Room

Swim from the raised platform to the black area by heading down the ladder on the east side of the ledge in E10. Follow the black area to the room's west exit to enter D10, then fire your Long Hook at the diamond block to reach the doorway leading to C10. In C9, take staircase I, then traverse tunnel B by swimming and using your Long Hook to swap your position with a pot that overlooks the water.



You'll emerge from tunnel B in room B9. Use your Long Hook to defeat the three enemies so a key will appear. Pocket it, then exit to B10.

14 Red Switch Reactivated

Swim over any yellow part of room B10, then press the B Button to surface in pool K in room B7. Work your way northeast to staircase B in C5 and climb up. On the third floor, travel to the floodgate switch room in C2 and hit the red switch to drain the water. Backtrack to the second floor. When you return to room B7, drop into pool K to reach the first floor, which you will have just drained.

15 Two Buttons

With the Long Hook, you'll finally be able to solve the puzzle in C11 to earn a key. Begin the puzzle by standing to the left of the diamond block and sinking your Long Hook into it. The switcheroo will land you inside the barricaded pool. Get out of it by hooking the pot to the north of you. Once you're out, hook the diamond block until you've parked it on a floor button, then create a block on the other button.

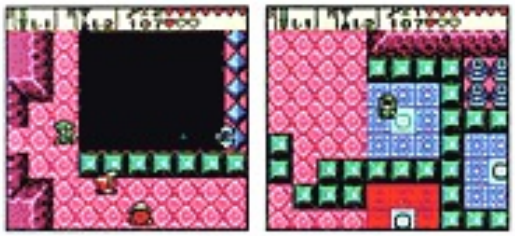
By weighing down the two buttons, you'll win a key. Use the Cane of Somaria to weigh down one button, and use the Long Hook to place the diamond block on the other button.

16 Detouring to D2

Once you've gotten the key from C11, your next destination will be room D2. To make the long journey, exit C11 and hightail it to E10. Travel up staircase D to reach room E7, then use your Long Hook to cross the raised platforms and spiked floors that are on your way to staircase E in D5. Head north once you've climbed to the third floor to reach your goal.

17 Both Blue Buttons Activated

With the extended reach of the Long Hook, you'll be able to latch onto one of the diamond blocks on the east side of the black pit. Stand at the west edge of the pit to take aim, then fire away to cross the void. Once you're on the other side, enter the floodgate switch room through its north entrance. After you've activated the top blue switch, return to D2 and enter C2 from the east to hit the middle blue switch.



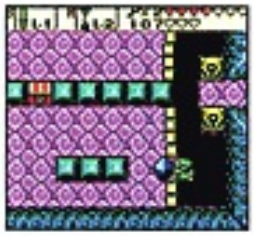
After you've activated the top blue switch, reenter C2 from the east and hit the middle blue button. By activating both buttons, you'll flood the second floor.

18 All Dried Up

By redirecting the dungeon's water to the second floor, you'll empty the northwest pool in D4 and expose a diamond block in the drained bed. From atop the ladder, fire your Long Hook into the block, then shoot the block to the south to reach the treasure chest's ledge. Open the chest to snag a key.

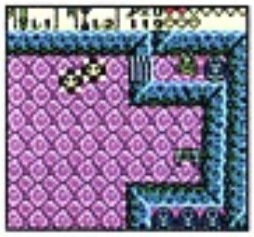
19 Swim and Switch

You can reach the treasure chest in A7 only when the room is flooded. Your mission to retrieve the key will go swimmingly, though, since you've flooded the second floor. Swim into the black area and face the diamond block, then switch positions to cross the blockade that fences in the chest.



20 Up on a Ledge

Swim up the ladder in the northeast corner of C8, then launch your Long Hook into one of the pots on the southern ledge. When you've crossed over, follow the ledge east. From D8, swim over to staircase E and slosh up to the third floor.



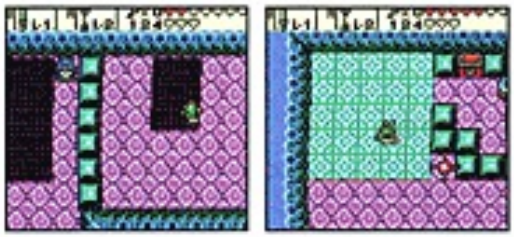
21 Three Locks and a Boss Key

With three keys in your inventory, you'll be able to open the three locks leading to the Boss Key. Behind the first locked door, you'll find a Gasha Seed tucked away in a treasure chest. Enemies lurk behind the second lock, and behind the third and final lock, you'll find the Boss Key.

Once you've secured the Boss Key, launch your Long Hook into the nearby diamond block to exit.

22 The Last Splash

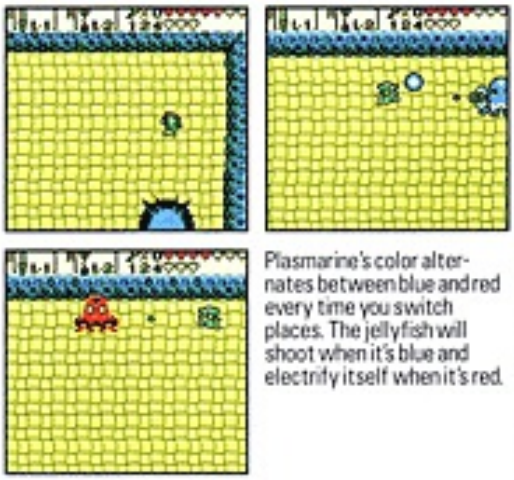
Return to the second floor with the Boss Key in tow by descending staircase E. After emerging in room D5, swim to D6 and dive into hole F. You'll sink into D9, where you can enter L to emerge in the west half of D6. Once you've surfaced there, swim up the ladder to the south and follow the ledge to D8 to unlock the Boss Room.



Dive into pool F in D6. Swim to L in D9 and surface to enter the west half of D6. Swim south to climb the ladder to the ledge, then follow it to the Boss Room.

Dungeon Boss
PLASMARINE

It may be a squishy jellyfish, but Plasmarine is no softy when it comes to fighting. Plasmarine will fire energy balls and electrify itself to deep-six you, and your sword can't harm it. Instead, use Plasmarine's attacks against itself by flip-flopping the jellyfish onto its projectiles. Assign the Long Hook to your A Button (since you're fighting underwater, the B Button is reserved solely for diving and surfacing), then hook Plasmarine after it shoots. When you swap places, it will land on its own projectile. Keep flip-flopping Plasmarine onto its missiles to soak up a victory.



Plasmarine's color alternates between blue and red every time you switch places. The jellyfish will shoot when it's blue and electrify itself when it's red.

Before Level 8

SEA OF NO RETURN

The ominously named Sea of No Return is bordered by Rolling Ridge to the north, Crescent Island to the south, and the Sea of Storms to the west. Many rocks and whirlpools prevent you from reaching the Ancient Tomb located in the center of the Sea of No Return—to enter the area, you must travel below the seabed!

Sail the Three Seas

As you leave Jabu-Jabu's belly in the past, you'll be greeted by a grateful Zora who will give you the Zora Scale. Swim underwater to the Sea of No Return and the Zora blocking the way. Swim to the surface from the previously blocked area, then cross the land to the Sea of Storms. Enter the Ghost Pirate Ship and talk to the captain. He will trade the Tokay Eyeball for the Zora Scale. Go to Crescent Island.

The Zoras are overjoyed that you've helped them, and they are very generous and helpful in return.

After you get the eyeball, return to Crescent Island. Jump into the water in areas E7, F6 or F7 and swim to the island to replace the eyeball in the statue's head.

① What's the Password?

The mysterious cave located underwater in the Sea of Storms in the present is unreachable unless you're playing The Legend of Zelda: Oracle of Ages with a password from The Legend of Zelda: Oracle of Seasons. Talk to the Zora blocking the way into the blocked-off area in area D6, then dive for treasure. You'll pick up a ring in the cave.

② Broken Sword

You can approach the Old Zora's house from the land below Rolling Ridge by using the Switch Hook or by swimming with the help of the Mermaid Suit. Give the Old Zora the Sea Ukulele you picked up from Rafton. The Old Zora will reward you with a broken sword.

③ Heavy Lifting

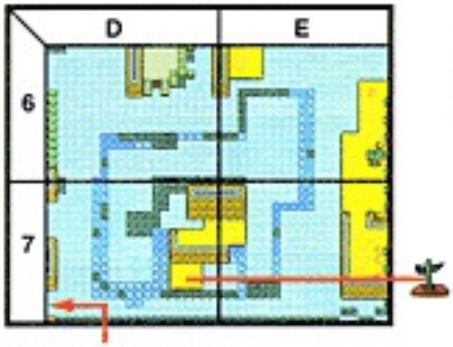
You'll pick up the Power Gloves in the Ancient Tomb, and with them you can pick up large objects like the blue sarcophagi scattered throughout the maze. Underneath one is a ring.

Under the Sea

Carefully take the newly opened path under the sea. Use the Cane of Somaria and Roc's Feather to cross the inky chasm. When you return to the surface, push the middle statue to the left to open another passage. The short, enemy-infested maze shouldn't present much of a problem. It's very difficult to lose your way. At the end of the maze lies the Ancient Tomb, the last dungeon.

The Cane of Somaria will tell you where you can jump safely. The path to the stairway isn't long, but it is dangerous!

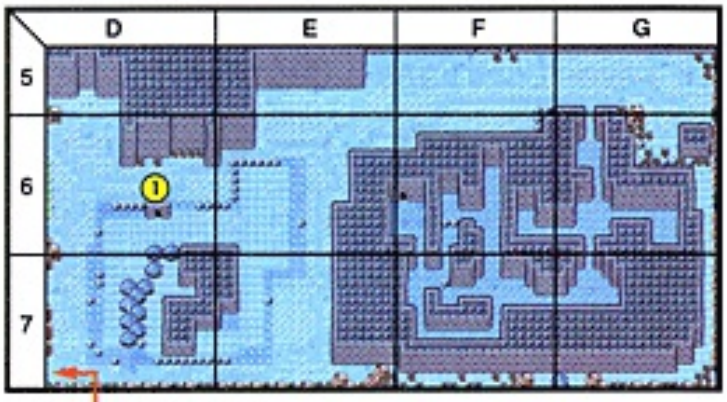
PRESENT: SEA OF STORMS



TO ZORA SEAS PG. 102

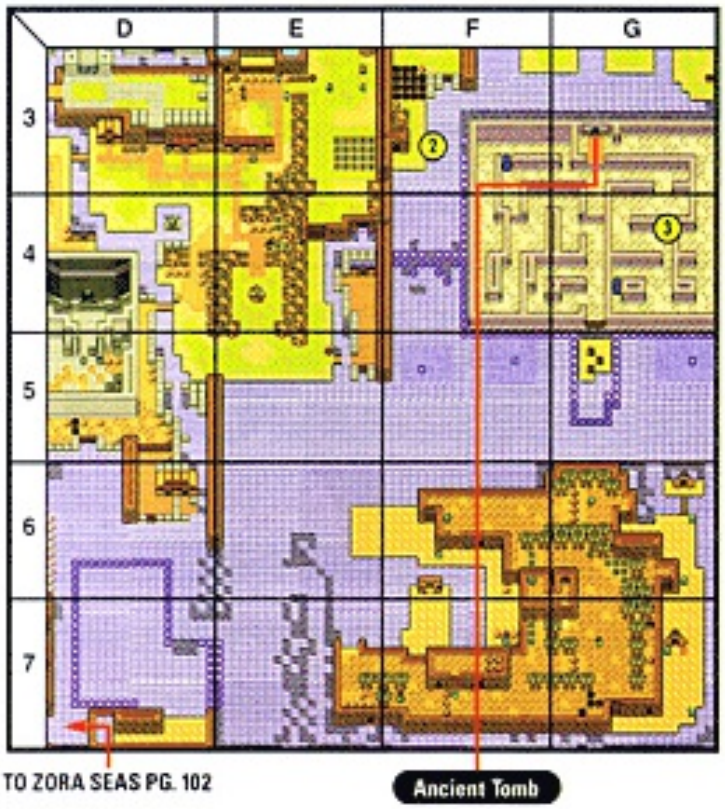
Battle the enemies or simply avoid them to make it through the maze. Use the shovel to dig up some hearts if your health is low.

PRESENT: UNDERWATER

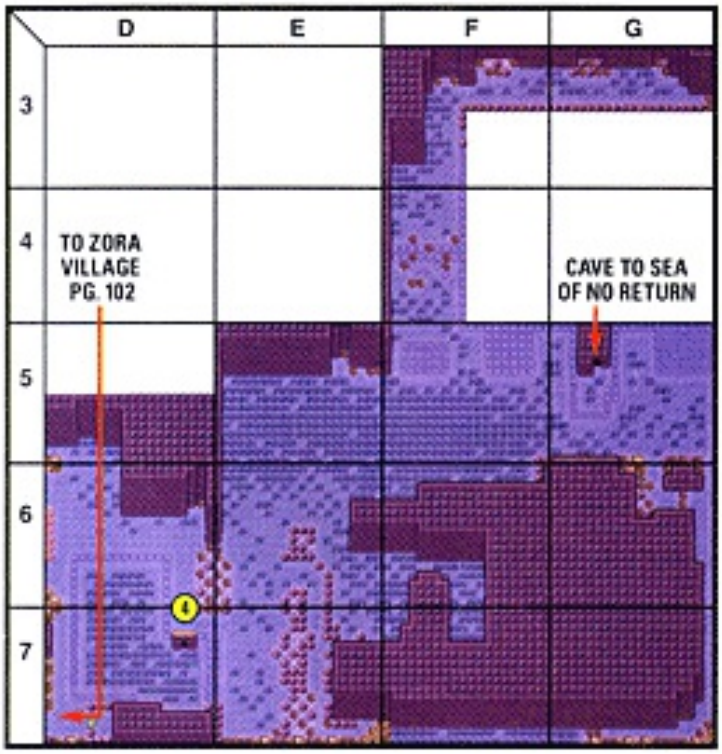


TO ZORA VILLAGE PG. 102

PAST: SEA OF NO RETURN, CRESCENT ISLAND



PAST: UNDERWATER



4 Hidden Gift

Remember to enter the cave under the water in the area of the Sea of Storms where the pirate ship circles. Inside the cave is a ring.

CHECK YOUR ITEMS

The last dungeon has some of the toughest enemies and hardest battles in the game, so you'll want to make sure you have the best items you can find before entering the Ancient Tomb.

☐ Noble Sword

Take the broken sword from the Old Zora, then head over to Restoration Wall in the Talus Peaks surrounding Symmetry Village. Play Patch's minigame, this time with two sets of enemies, to fix the sword.

☐ Iron Shield

In the past, use the Mermaid Suit to swim along the western side of Crescent Island to the cave. Dive underwater to reach the area just outside the mouth of the cave, then surface. Inside the cave is a Tokay holding the Iron Shield.

☐ Better Bomb Bag

Go to Talus Peaks, area A3. In the past, push the bulb to the left. In the present, climb the vine to reach the pond. Stand on the small ledge between the two statues and toss a bomb into the water. Answer the fairy truthfully to get a new Bomb Bag.

☐ Super Seed Satchel

Talk to Tingle a second time to get the Seed Satchel that holds 50 of each type of seed. Enter the cave below Tingle, then use the Seed Shooter to hit the Crystal Switch. A bridge will appear. Cross it to reach Tingle.

☐ Ring Box Deluxe

Use either the Tune of Currents or the Tune of Ages in the past to sneak into the second door that leads to the upstairs, high-roller section of the shop in Lynna City. You can purchase a Ring Box that holds three rings.

Level 8

ANCIENT TOMB

The dark and spooky confines of the Ancient Tomb hold some of the most difficult challenges you'll encounter. There are many sneaky puzzles and hidden elements designed to confuse you, so keep your eyes and ears open.

1 Sound Check

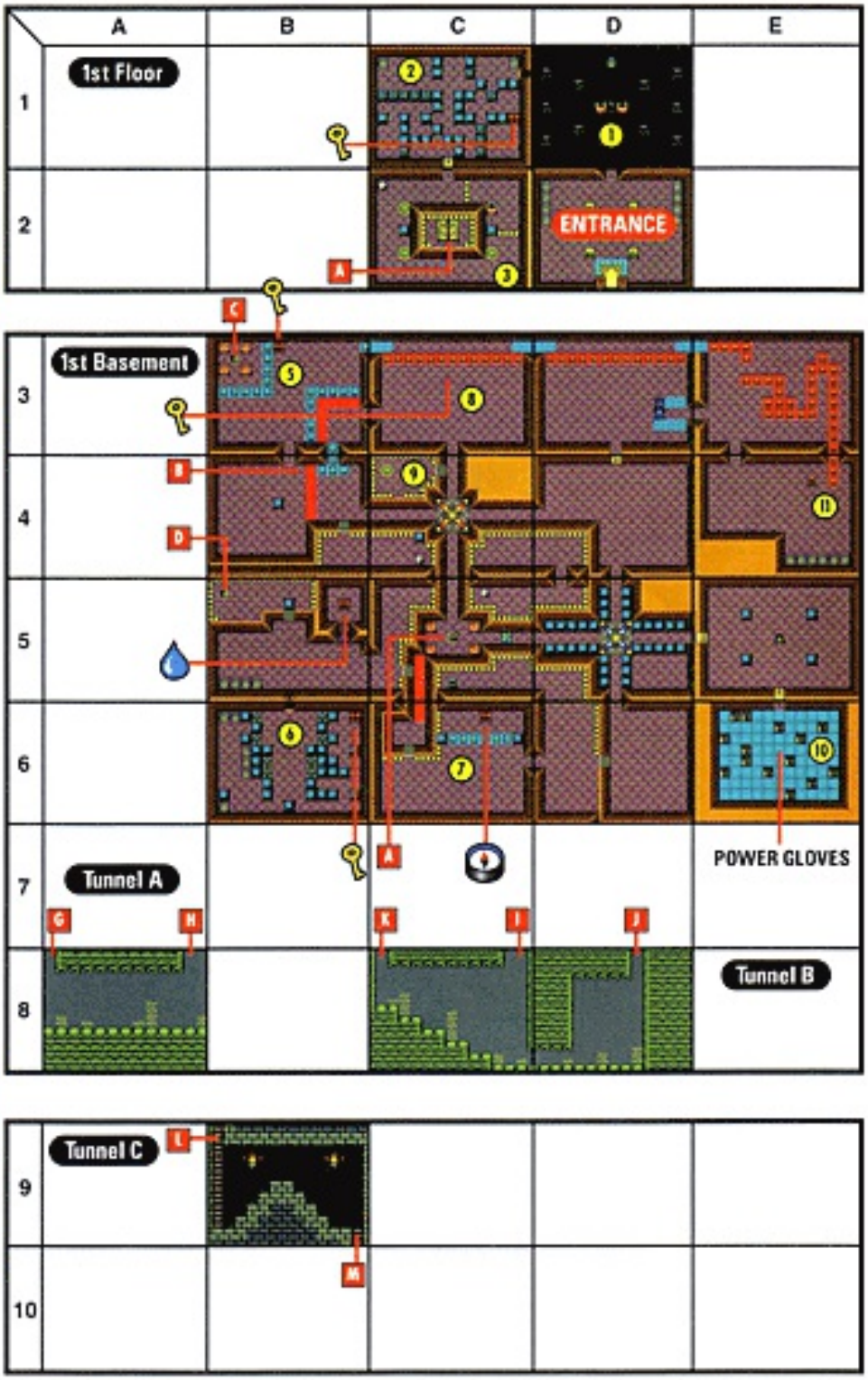
You need to find the hidden exit from the room. Light the torches with a couple of Ember Seeds, then push the top-left statue up. Use your sword to hit the wall where the statue used to be. The sword's clank should sound different, which means the wall is weaker in that spot. Bomb the wall to enter the next area.

2 Broken Blocks

To reach the treasure chest, you must use your bombs to blast the broken blocks. Take the key from the chest, then exit through the door at the bottom of the room.

3 Hook, Cane & Shoot

There are three switches to push and one torch to light. Use the Long Hook to place the diamond block on one of the switches on the left side, then produce a block with the Cane of Somaria on the other switch. Stand on the switch on the right, then shoot an Ember Seed at the torch. When everything is in place, the stone panels in the middle of the room will open and stairs will appear. Walk up the stairs to continue.



4 Secret Staircase

Take the turnstile to the next room, then push the sliding blue block up. A staircase will appear. Take it to the second basement where you'll find a chest. Inside the chest is the map. Pick it up, then go back down the stairs to room B4 in the first basement.

5 Easy Key

From the stairs, walk up into the next room. There is a key inside an unguarded chest. It's that easy.

6 The Long Way

Take the turnstile, then walk down, past the steps, then right. Use the key to make it through the block, then take the second turnstile down. Walk left, then up two flights of stairs. Continue left to the fractured wall. Bomb the wall and walk through the hole. Quickly walk past the traps to pick up the key in the top-right corner.

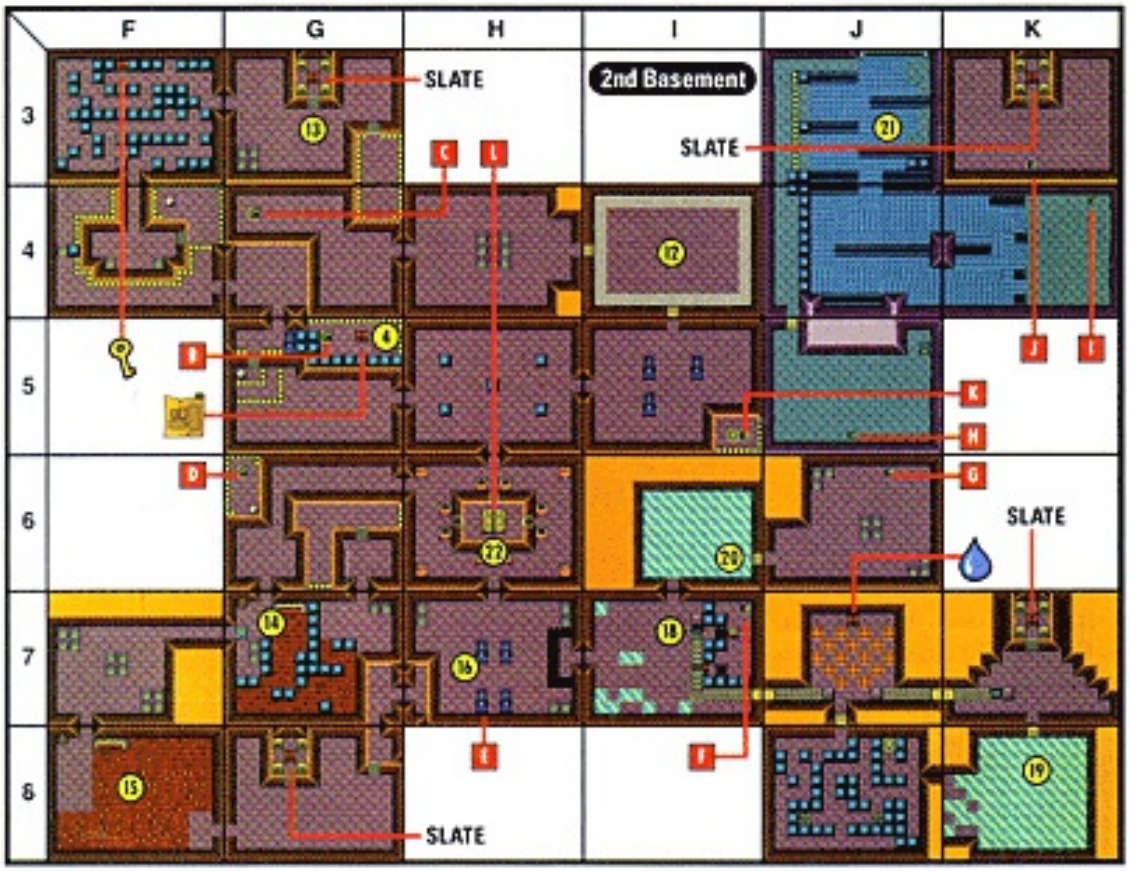
7 Find Direction

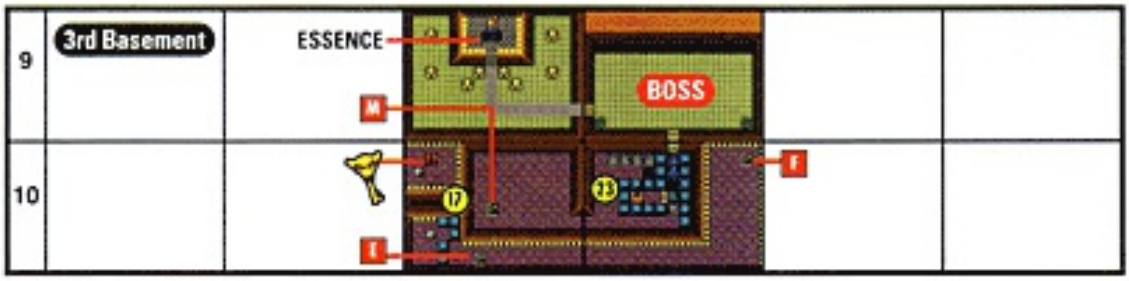
Walk down the two flights of stairs then through the next two doorways to the right. Walk up to the Crystal Switch in area C5. Hit it, then return to the room directly below the switch. Open the chest to find the compass.

8 Skeleton Key

Take the turnstiles back, then walk up to room C3—the sunken blue blocks and raised red blocks will have cleared a perfect path to the room. Fight the skeletal Stalfos Knights. One will drop a key.

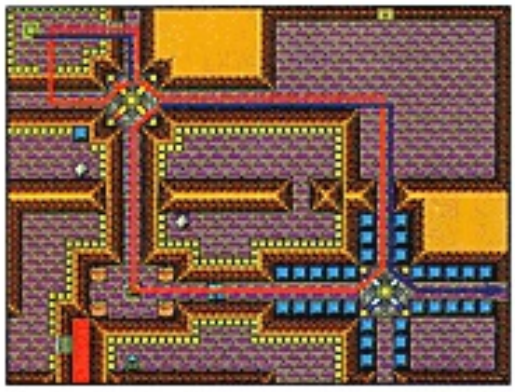
Walk over the lowered blue blocks to the room with the Stalfos Knights. One has a key for you.





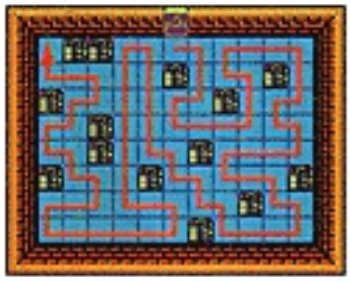
9 Going in Circles

To reach room E5, you must take a circuitous path. Push the switch to create stairs to the left of the turnstile, then follow the short blue line, then the long red line, then the long blue line. You want to end up taking the bottom turnstile to the right. You'll take a couple of trips through each turnstile.



10 Power Gloves

Open the door with a key to get from E5 to E6. You don't have to take out the snakes, but it's easier if you do. Follow the red path to make a chest appear. Inside the chest are the Power Gloves, which allow you to lift much heavier objects than the Power Bracelet does.



Use the key to get into room E6. Avoid the laser with well-timed jumps.

11 Atop the Blocks

Take the lower turnstile back up, then use a key on the door. Go through the doorway on the right in the next room, then the doorway at the bottom of the room after that. Hit the Crystal Switch to lower the red blocks, then stand on top of a red block. Hit the Crystal Switch again to raise the red blocks, then walk along them, jumping when necessary, to get to the walkway in room D3. Go down the stairs, then walk through the next few rooms to get to the Blue Stalfos miniboss.

You can use the Boomerang to take out the black-and-white Anti-Faeries that float around many rooms.

12 Blue Stalfos

If you are decent at the Shooting Galleries' baseball-style game, you shouldn't strike out with the Blue Stalfos. Wait for the Stalfos to shoot the round projectiles your way. Hit the round, red balls back toward the Stalfos to turn it into a bat temporarily. Run over to the bat and hit it several times with your sword. If the red ball hits you, you'll turn into a very slow baby. Don't hit the other projectiles.

You can knock the round projectiles back at the Blue Stalfos to hurt it, but you will only break apart the asterisk-shaped projectiles, which could hit you.

13 Find a Slate

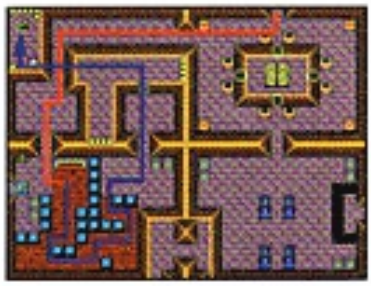
Exit the Blue Stalfos's room from the bottom door, then walk through a few rooms to reach G5. Use the Long Hook to reach the stairway, walk up the stairs and take a left to reach F4. Use the Long Hook again at the top of F4 to get to the other side of the room. Walk down the stairs to reach room F3. Avoid the traps by jumping over them. Pick up the next key in a chest in F3, then get the slate in G3.

The Long Hook makes it possible to switch places with diamond blocks.

Jump over the traps or quickly duck into indentations in the wall to avoid their sharp edges. Your first slate is in room G3. You'll learn what the slates do later.

14 Treasure Hunt

Hop off the ledge in G3, then walk down and around to G7. Open the block with a key, pull the lever with the Power Gloves, run to the other side, then use the Long Hook on the diamond block. Go up the stairs, push the block then move the statue to get a Gasha Seed.



15 A Clean Slate?

Go back to room G7. Walk through the left door and continue to room F8. Pull the lever then race to the other side of the room. The second slate is in the next room.

16 Hidden Stairway

Walk up the stairs at the top of room G8. Follow the ledge around, then jump down by the sarcophagi. Pull the bottom-left sarcophagus with the Power Gloves to reveal the hidden stairway. Walk down the stairs.

17 The Key to Victory

Walk to the left of the stairs. Push a block to get through, then use the Long Hook on a diamond block across the way to get to the chest with the Boss Key inside it.

18 Cart Ride

Go up the stairs at the top of room I10. Roll the block down then left, then jump over to the cart and ride it. Fight off all of the floating tiles while standing in the recess in the wall, then enter the door when it opens. Jump past the traps to step on the lever in room J8.

The traps are easy enough to avoid. You can jump over the spinning blades to stay in one piece.

19 Sliding Around

The floor is slick, but that's okay—you won't want to stay in one place when the knight is chasing you with his long-range weapon. Use the Seed Shooter to send Scent Seeds the knight's way, and try not to take many hits. When the knight has fallen, go through the door to the slate.

20 Water Follies

Take the two carts one after the other back up into room I7, then walk into another icy-floored area. Light the wicks on each monster, then stay out of their way until they explode. Go through the door, down the stairs, then through the water to reach room J5.

21 Swimming Practice

Knock out the tiny jellyfish then swim up through the thin tunnel. Carefully, but forcefully, swim down, taking care to avoid the large openings that are constantly pulling you close. At the end of the tough swim are some stairs. From the stairs, swim down, then right to the last slate.

22 Set the Stones

Go back underwater and swim all the way to the left. Push the switch at the top of the stairs, then walk down the new stairs. Go back to room H6. Stand in front of each small opening to install the slates. The torches will light and the large panels will open.

23 A Short Trip

Go through the new opening to a small dungeon with no enemies in it. You'll pop up just outside the Boss Room. Use the items in the jars to restore your health if necessary. Lift the rock formation with the Power Gloves, use the Seed Shooter to light the torch, then pick up the sarcophagus with the Power Gloves.

Dungeon Boss
RAMROCK

The strange, floating stone creature known as Ramrock has four different attacks to use against you—and you must use four different tactics against it. Ramrock's hands keep changing, and each new set of hands brings you a new set of challenges.

Hit Ramrock's stony hands with your sword. Aim for Ramrock's head. Drop a bomb between Ramrock's metal hands so that it blows up just as the hands touch.

Use the Seed Shooter to hit the top of Ramrock's head when his hands are shielded. Wait for Ramrock to toss one hand at you, then pull the other back as far as you can with the Power Gloves. Let go to hit Ramrock.

After Level 8

BLACK TOWER

Veran is conjuring up the Age of Darkness in her Black Tower, but your collection of essences will help you stop her. The Noble Sword you earn by completing the trading sequence will also help a lot, so follow the steps on page 118 to ensure that you've got a mighty blade—as well as the Essences of Time—on your side.

Making the Maku Seed

Bring all eight of the Essences of Time to the Maku Tree so she can unite them and create the Maku Seed. With its power, you'll be able to enter the Black Tower, where Veran has Queen Ambi under her control. It won't be an easy battle, so buy some life-saving Magic Potion from Syrup in the present before entering the tower.

The Maku Tree will fuse the powers of the eight Essences of Time to create the Maku Seed. Take it to the Black Tower, where Impa and Nayru will see you off.

Black Tower Trouble

Battle your way through the Black Tower to the three doorways. Your ticket into them is the Maku Seed. Waltz on in, then walk from stairway to stairway until you reach the central staircase. You'll emerge in a room filled with stairways, and only one of them will lead you closer to Veran.

Four fireballs will surround you when you enter the room filled with staircases. Keep your eye on the fireball that appears by your back. If you follow it, it will lead you to the staircase that you must take.

Final Boss

VERAN

The first round of battle is similar to your bout against Possessed Nayru detailed on page 101. Force Veran out of Queen Ambi's body by shooting Mystery Seeds. When Veran's spirit rises out of the queen, hit the ghoul with your Long Hook and sword.

Once you've saved the queen, Veran will reappear as a winged demon. Use Roc's Feather to jump away from her fireball attacks, and swing your sword to attack her. Use the whirling blade attack to swipe at her as she flies by.

While everyone else is thinking you've saved the day by defeating Veran in her winged demon form, the Sorceress of Shadows is preparing for a rematch. Veran will trap you in the castle as Nayru and her friends exit, so only you will see the true horror of Veran's power. In the final battle, she'll transform into three different creatures, and Link must defeat them all to free Labrynna from darkness.

Jump away from Veran as she hops in turtle form. Slash her only when her face appears.

As a spider, Veran will pounce and shoot webs. Stun her with bombs, then use your sword.

Veran will cycle through her different transformations several times. As a bee, she'll fire stingers at you. Jump to dodge them, then attack her with your sword. Defeat her swarm to replenish your hearts.

SECRETS REVEALED

ORACLE OF SEASONS:

TRADING SEQUENCE & PIECE OF HEART LOCATIONS

There's more to adventuring than slaying monsters. You'll also redistribute the wealth in Holodrum and pick up a few Pieces of Heart to boot. Many Holodrummers want specific items, and they are willing to give you good stuff in return. By the time you're finished trading, everybody—including you—will be happy with the results.

TRADING SEQUENCE

☐ Fowl Reading

Reading in low light can damage your eyes, so you should help out the bibliophile in E8 by lighting his torch with an Ember Seed. He'll give you the Cuccodex as a reward.

Holodrum: E8

☐ A Good Egg

Malon is cuckoo for Cucco books, and you're the man with the manuscript. Give her your Cuccodex—she'll donate a Lon Lon Egg to the cause.

Holodrum: E5

☐ Fancy Running into You

Maple, a witch with broom control issues, will regularly collide with you. If you're holding the Lon Lon Egg when she hits you, you'll get the Ghastly Doll.

Holodrum: Random

☐ Disgusting Doll

You'd think that no one would want the Ghastly Doll, but a woman in a house near Spool Swamp will give you an Iron Pot for it. Don't ask why—just trade.

Holodrum: B6

☐ Molten Meal

If molten rock doesn't sound appetizing to you, then you've obviously never tasted Subrosian home cooking. Give the cook the Iron Pot for a bowl of Lava Soup.

Subrosia: B2

☐ Home Cure

Biggoron may be a rock-eating tough guy, but he's just as susceptible to the common cold as anyone. If you give him some Lava Soup, he'll repay you with a Goron Vase.

Holodrum: E1

☐ Cracked Collector

An obsessive collector near Sunken City would rather starve than let you leave with your Goron Vase. He'll give you his Fish dinner for it.

Holodrum: G3

☐ Feed the Kitty

An old man is calling out in vain to his oblivious pet, a cat sitting in a tree near Horon Village. If you give him a Fish to lure the cat, he'll hand over his Megaphone.

Holodrum: D6

☐ Sweet Screams

Talon is in such a deep sleep that a Megaphone is required to wake him up. In appreciation for the wake-up call, he'll give you a Mushroom.

Holodrum: F1

☐ Potion Part

Change the season to winter to reach Syrup's Potion Shop in Sunken City. She's always on the lookout for a good Mushroom, and she'll give you a Wooden Bird for it.

Holodrum: H3

☐ Set the Clock

A clockmaker has the ideal use in mind for the Wooden Bird you've been toting around, and he's willing to part with some valuable Engine Grease.

Holodrum: D7

☐ Kick out the Jams

Every organ-grinder knows you need lubrication to keep your equipment functioning properly. Trade the Engine Grease for his Phonograph.

Holodrum: F7

☐ Lost Directions

A Deku Scrub near the Lost Woods wants to spit seeds and spin records. Defeat it using your shield, then trade the Phonograph for some information.

Holodrum: A3

☐ Seasonal Migration

Follow the Deku Scrub's directions to reach the Noble Sword in a secret part of the Lost Woods. It allows you to fire blasts from your sword when you have full health.

Holodrum: A3

Piece of Heart Locations

☐ Controlled Burn

You'll see the Piece of Heart in Horon Village right from the get-go, but you won't be able to reach it until you pick up some Ember Seeds in the Gnarled Root Dungeon. Drop one on a sapling to burn your way to the prize.

Holodrum: E7

☐ Windmill Windfall

You can't make the leap to the upper-level Windmill entrance, so you'll need to rely on a heavy snowfall to create a bridge. Change the season to winter then walk across the snowpack. The Piece of Heart is on a ledge in the room.

Holodrum: F8

☐ Blocked by a Rock

Picking up the Piece of Heart in the Woods of Winter requires superhuman strength, strength only the Power Bracelet can provide. Change the season to winter, walk across the frozen pond, then yank the stone out of your way.

Holodrum: H6

☐ Ore Talks

If all the ore and Ember Seeds are burning a hole in your pocket, stop at the Subrosian Market for supplies. You'll discover a fantastic deal—one genuine Piece of Heart for just 20 pieces of ore and 10 Ember Seeds, while supplies last.

Subrosia: C3

☐ Drought Conditions

A large pool of water in F6 will dry up after you change the season to summer, exposing a dry, rock-strewn basin. Equip the Power Bracelet then pull the smooth stone from the ground to open a stairway. Go downstairs to find a Piece of Heart.

Holodrum: F6

☐ Storm the Fortress

The Moblin King is an irritable, bomb-throwing sort of monarch. Equip your Power Bracelet then fight him inside Moblin's Keep. When he drops a bomb, pick it up then throw it at him. After you defeat him, a Piece of Heart will appear.

Holodrum: F3

☐ Spring Fling

You'll find a Piece of Heart near Goron Mountain without even looking for it—it's right in front of the entrance to the Dancing Dragon Dungeon. Just change the season to spring then use the Blast Bloom to shoot up to the ledge.

The Piece of Heart is next to the tree stump in front of the Dancing Dragon Dungeon.

Holodrum: G2

☐ Current Event

A Piece of Heart in A6 will be surrounded by vines until you turn the season to spring. The tree stump you'll use is in front of the dungeon entrance in A4. When you swim south, you'll need to fight the currents to reach the Piece of Heart.

Holodrum: A6

☐ Spring Forward

Once you have the Roc's Cape upgrade, you'll be able to enter the Graveyard without climbing vines. Change the season to spring in B7, then enter the cave through the lower entrance. Pull the mushrooms to get to the Piece of Heart.

Holodrum: A7

☐ Seismic Shift

After you explore the Subrosian Sword & Shield Maze, the temple remains in northern Holodrum will change. Bomb a crack in the wall in C1, then enter the temple to recover a Piece of Heart.

Holodrum: C1

☐ Witch Switch

Maple usually has a boring collection of items to steal when you run into her, but you should collide whenever possible—she will eventually drop a Piece of Heart.

☐ Generous Gasha

The mysterious Gasha Nuts yield many wonders, including a Piece of Heart. Keep planting them and chopping them down until you get what you need.

ORACLE OF AGES:

TRADING SEQUENCE & PIECE OF HEART LOCATIONS

Though you can battle with just the basic Wooden Sword, the level-2 Noble Sword will make slicing and dicing much easier. The upgraded sword can shatter pots, and it will fire an energy beam if you're at full health. By trading with the following characters, you can earn the sword, and you can complete the sequence once you've met Patch at Restoration Wall.

TRADING SEQUENCE

☐ Yoll Graveyard Ghost

Use the Power Bracelet to lift the rock by the ghost. Push the spirit's headstone to follow it downstairs, then talk to it above ground to receive the Poe Clock.

Present: G4

☐ Postman

Lynna Village's Postman needs a clock so he can stay on schedule. Visit him at the post office to give him the Poe Clock. In return, he'll give you his Stationery.

Past: D3

☐ Hand in the Toilet

When you're in the toilet, sometimes you just have to make do. Since there's no toilet paper, the desperate hand will use your Stationery and give you the Stink Bag.

Past: C3

☐ Stuffed-Up Tokay

In Crescent Island's southeastern hut, one of the Tokays is having trouble breathing. The Stink Bag will clear up his sinuses, and he'll give you some Tasty Meat in return.

Present: G7

☐ Happy Mask Salesman

He may love masks, but the Happy Mask Salesman never disguises his feelings. He's obviously hungry, so feed him your Tasty Meat. As thanks, you'll get the Doggie's Mask.

Present: B3

☐ Mamamu Yan

Canine connoisseur Mamamu Yan wants the Doggie's Mask to cover up her ugly mutt's mug. In return, she'll reward you with her dog's chew toy—a Dumbbell.

Present: D4

☐ Middle House Thin Man

Help the tall, skinny man on the bottom floor of Symmetry Village's central house bulk up. If you give him your Dumbbell, he'll rip off his Cheesy Mustache and give it to you.

Past: B1

☐ Lynna City Comedian

The funny man in Lynna City needs a new shtick. The Cheesy Mustache is pretty hilarious, so give it to him to hear his Funny Joke.

Present: D3

☐ Dekadin

If you warp in front of the comedian, you'll appear near the home of depressed Dekadin in the past. Cheer him up with the Funny Joke to receive the Touching Book.

Past: D3

☐ Maple

Maple appears at random, and she'll appear more often if you have Maple's Ring. If you bump into her and have the Touching Book, she'll trade you her Magic Oar.

Past or Present

☐ Rafton

The boy who builds rafts wants to enter a boating competition, and your Magic Oar could help him win. If you give it to him, he'll give you the Sea Ukulele.

Past: D6

☐ Old Zora

In the cave by the Sea of No Return, an Old Zora longs for the sounds of the ocean. The Sea Ukulele is perfect for him, and he'll trade you his Broken Sword to get it.

Past: F3

☐ Patch

The man who fixed Symmetry Village's Tuni Nut will fix your sword if you win Patch's Crazy Cart. Play the game at the top of Restoration Wall to earn the Noble Sword.

Past: B2

Keep jumping over the beetles so they crowd together, then hit them so they fall into a hole. Win two rounds to earn a new sword.

Piece of Heart Locations

☐ Maku Road Heart

The first Piece of Heart that you can find in Labrynna is in the cave leading to the Maku Tree. To free the boxed-in heart, slide one block inward and the neighboring block sideways.

Past: E3

☐ Tower Excavation

After you've received the shovel in the Black Tower, you'll be able to use your spade to earn a heart. Mounds of dirt surround the Piece of Heart that beats at the entrance to the tower, and you can use your shovel to dig it out.

Past: D5

☐ Rock in the Crypt

In the Spirit's Grave, you'll find the Power Bracelet. Just outside the dungeon's entrance, you'll be able to use the item to reach a Piece of Heart. Lift the rock to the west of the first dungeon's entrance to claim your prize.

Present: F5

☐ Deku Forest Fire

Play with fire by tossing an Ember Seed onto the short tree in the Deku Forest. When the flames have died down and the tree turns to ashes, you'll uncover a secret staircase. Head below ground to find a Piece of Heart.

Past: A5

☐ Spelunking, Jumping

A cave neighbors the east side of Restoration Wall. Once you have Roc's Feather, you'll be able to reach the cave by hopping over the pits patrolled by an Octorok. Inside the cave, do more jumping to navigate the ledges and find your reward.

Past: B3

☐ Sneek Peak

In the past, hike to the Talus Peaks location pictured to the right. Play the Tune of Currents or the Tune of Ages to warp to the present. When you've finished traveling through time, you'll be able to reach a Piece of Heart.

Present: A1

☐ Can Buy Me Love

You can't get everything you want for free. In Lynna City's shop, the man in the fenced-off section of the store sells a Piece of Heart, and the price is a steep 500 Rupees. When you have the money and the Tune of Currents or Tune of Ages, stand at the store's future site and warp to the present.

In the past, stand in the location pictured in the left screen shot. Warp to the present to enter the shop's closed-off doorway.

Present: E4

☐ Goron Cave

In the present, trek to the west side of Rolling Ridge and enter the cave under the ledge (where the Pegasus Tree grows in the past). Place a bomb against the cave's east wall, two paces down from the Goron in the corner.

Present: E1

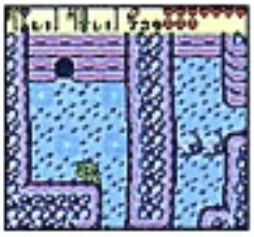
☐ Mountaintop Heart

In the present, enter the Time Portal near the Goron Dance Hall at G2. When you emerge in the past, enter the nearby cave to reach the area pictured to the right. Clear the bushes to stand in the southeast corner, then warp to the present.

Present: G1

☐ Cave in Seabed

Soak up a prize by using the Mermaid Suit to dive under Crescent Island in the present. A deep-sea maze sits on the ocean-floor beneath the Tokays' isle, and one of the sunken treasures in a submerged cave is a Piece of Heart.



Present: F6

☐ Maple's Heart

If you're lucky, Maple will be carrying a Piece of Heart during one of her flights across random locations in the present and past. Bump into her whenever you see her shadow for your chance at stealing her heart.

☐ Gasha Seed

When a Gasha Seed you've planted grows into a tree, you'll usually find a ring in its branches. On rare occasions, one tree will sprout a Piece of Heart, so plant Gasha Seeds often.

COLLECTING MAGIC RINGS

Magic rings offer a variety of powers that can help you make progress while exploring Holodrum and Labrynna. Take each ring to Vasu, the jeweler. He'll appraise it and give you the lowdown on its powers. If you have the third Ring Box, you can carry up to five rings at once, but you can equip yourself with the power of only one ring at a time.

Complete Your Collection

There is a total of 64 rings. Some are exclusive to Oracle of Seasons, and others are found only in Oracle of Ages. Several rings become available in password-linked games. You can also get rings by trading fortunes. Connect two games with a Game Link Cable and talk to the blue snake in Vasu's place. The product of that merger is a randomly selected pair of rings.

- In Oracle of Seasons
- In Oracle of Ages
- Fortune Link with Blue Snake
- From Maple or a Gasha Nut

#	RING NAME					ORACLE OF SEASONS LOCATION	ORACLE OF AGES LOCATION	DESCRIPTION
1	Friendship Ring	●	●			Talk to Vasu, the jeweler.	Talk to Vasu, the jeweler.	Symbolizes Vasu's friendship.
2	Power Ring L-1	●	●			Go to Explorer's Crypt, room D3.	Go to Spirit's Grave, room C5.	Makes the sword and enemies more powerful.
3	Power Ring L-2	●	●		●	Explore Gnarled Root Dungeon, E4.	Explore a cave in G7, in the past.	Doubles the effect of Power Ring L-1.
4	Power Ring L-3	●				Explore the password-linked Hero's Cave.		More than triples the effect of Power Ring L-1.
5	Armor Ring L-1		●				Go to Moblin Fortress in the present.	Makes the sword and enemies less powerful.
6	Armor Ring L-2	●				Search a cave on Goron Mountain.		Weakens enemies more than Armor Ring L-1.
7	Armor Ring L-3		●				Explore the password-linked Hero's Cave.	Weakens enemies more than Armor Ring L-2.
8	Red Ring	●				See Red Ring Quest on page 17.		Doubles the power of your sword.
9	Blue Ring		●				Look under a statue in the past, area G4.	Doubles your ability to withstand damage.
10	Green Ring	●	●		●	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Makes sword stronger and enemies weaker.
11	Cursed Ring	●	●	●	●	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes sword weaker and enemies stronger.
12	Expert's Ring	●	●		●	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Allows you to attack without weapons.
13	Blast Ring	●				Open the treasure chest in B8.		Increases the power of bomb blasts.
14	Rang Ring L-1	●				Search the Samasa Desert, area H8.		Increases the strength of your Boomerang.
15	GBA Time Ring		●				Go to the Advance Shop with a GBA.	Adds to your ring collection.
16	Maple's Ring	●	●	●	●	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes Maple appear more often.
17	Steadfast Ring	●				Hit three statues in the eighth dungeon.		Cushions you from enemy blows.
18	Pegasus Ring		●				Explore a deep sea cave in a linked game.	Doubles the duration of Pegasus Seeds.
19	Toss Ring	●	●	●	●	Get from Maple, Fortune or Gasha Nut.	Win the bomb-dodging minigame.	Allows you to toss items twice as far.
20	Heart Ring L-1	●				See details on page 125.		Restores health at a slow rate.
21	Heart Ring L-2	●	●	●	●	Win the Horon Village Shop minigame.	Win the Lynna Village Shop minigame.	Restores health more quickly.
22	Swimmer's Ring	●				See details on page 125.		Allows you to swim faster than before.
23	Charge Ring	●	●		●	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Powers up your sword four times faster.
24	Light Ring L-1		●				In the present, explore the cave in D1.	Fires sword beams when you have two hearts.
25	Light Ring L-2		●				Score 350 points in Lynna Village game.	Fires sword beams with three hearts.
26	Bomber's Ring		●				Win the Goron dance minigame.	Allows you to set two bombs at a time.

#	RING NAME	ORACLE OF SEASONS LOCATION	ORACLE OF AGES LOCATION	DESCRIPTION
27	Green Luck Ring	Win the Subrosian hide and seek game.	Open the chest in Mayor Plen's House.	Cuts the damage from traps in half.
28	Blue Luck Ring	Run into Maple or cut down a Gasha Nut.	Bomb through a wall in the present, D6.	Cuts the damage from beams in half.
29	Gold Luck Ring		Open a chest in Ambi's Palace.	Cuts the damage from falling in half.
30	Red Luck Ring	Get from Maple, Fortune or Gasha Nut.	Win the Lynna Village minigame.	Reduces the damage from spiked floors.
31	Green Holy Ring	Get from Maple, Fortune or Gasha Nut.	Win the Goron dance minigame.	Reduces the damage from electricity.
32	Blue Holy Ring	Get from Maple, Fortune or Gasha Nut.	Win the Lynna Village minigame.	Protects you from Zora's fire.
33	Red Holy Ring	Win the ring as a Subrosian dance prize.	Explore the bottom of the ocean.	Protects you from small rocks.
34	Snowshoe Ring		See page 127 for details.	Keeps you from sliding on ice.
35	Roc's Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Keeps you from falling through weak floors.
36	Quicksand Ring	Run into Maple or cut down a Gasha Nut.	Bomb a wall and explore a cave in D5.	Protects you from the pull of quicksand.
37	Red Joy Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes creatures drop more Rupees.
38	Blue Joy Ring	See the bottom of page 123 for details.	See the bottom of page 123 for details.	Makes creatures drop more hearts.
39	Gold Joy Ring		In the present, bomb a wall in G1.	Doubles the quantity of items that you pick up.
40	Green Joy Ring	Fly up to a Goron Mountain cave.		Doubles the ore chunks that you dig up.
41	Discovery Ring	Explore the Gnarled Root Dungeon.	Explore Spirit's Grave.	Alerts you to the presence of soft soil.
42	Rang Ring L-2	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Adds more power to your Boomerang.
43	Octo Ring	Run into Maple or cut down a Gasha Nut.	Win the Lynna Village minigame.	Turns you into an Octorok.
44	Moblin Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Turns you into a Moblin.
45	Like Like Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Makes you look like a Like Like.
46	Subrosian Ring	Open a treasure chest in a cave in E1.		Turns you into a Subrosian.
47	First Gen Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes you look like the original Link.
48	Spin Ring		See the top of page 127 for details.	Makes you spin twice in a powered-up attack.
49	Bombproof Ring	Get from Maple, Fortune or Gasha Nut.	Win the Goron dance minigame.	Makes you impervious to damage from bombs.
50	Energy Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Fires a beam with a powered-up sword attack.
51	Razor Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes powered-up attacks more powerful.
52	GBA Nature Ring	Go to the Advance Shop with a GBA.		Adds to your ring collection.
53	Slayer's Ring	Defeat 1,000 creatures and talk to Vasu.	Defeat 1,000 creatures and talk to Vasu.	Symbolizes your power as a fighter.
54	Wealth Ring	Collect 10,000 Rupees and talk to Vasu.	Collect 10,000 Rupees and talk to Vasu.	Symbolizes your immense wealth.
55	Victory Ring	Play through both games completely.	Play through both games completely.	Symbolizes your victory over Ganon.
56	Sign Ring	Destroy 100 signs and talk to sign maker.		Shows that you have destroyed 100 signs.
57	100th Ring	Have Vasu appraise 100 rings.	Have Vasu appraise 100 rings.	Shows that Vasu has appraised 100 rings.
58	Whisp Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Wards off all curses.
59	Gasha Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Makes Gasha Seeds grow better.
60	Peace Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Allows you to hold bombs without exploding.
61	Zora Ring	Get from Maple, Fortune or Gasha Nut.	Get from Maple, Fortune or Gasha Nut.	Allows you to dive without coming up for air.
62	Fist Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Allows you to attack without a weapon.
63	Whimsical Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Makes sword weaker with occasional power.
64	Protection Ring	Run into Maple or cut down a Gasha Nut.	Run into Maple or cut down a Gasha Nut.	Makes attacks from powerful enemies weaker.

LINKING SECRETS

Do you want to know a secret? The fact is that there are many secrets hidden in the connection between Oracle of Seasons and Oracle of Ages. Once you've finished one game and moved on to the next, the innovative password system will let you carry on the story, continue your ring collection and earn a new slew of items. It's amazing!

The Adventure Continues

Together, Oracle of Seasons and Oracle of Ages—two games in two separate Game Paks—create an adventure that is greater than the sum of its parts. You can play either game first. Once you complete one game, you'll earn a password (known as a "secret" in the game). Start a new file in the second game, select the Secrets option and enter the password that you earned in the first game. You'll start the second game with a Wooden Sword, four Heart Containers (instead of the usual three) and the same name that you gave to your character in the first game. As you play the second game, you'll meet characters who know about your accomplishments. Some of them will send you on quests that will take you back to your saved file in the first game. When you complete those quests, you'll earn passwords that you can take to the second game. Talk to Farore, Oracle of Secrets, in the Maku Tree and give her those passwords for new items and item upgrades.

In a password-linked game, Farore will ask you for passwords that you can earn in the first game that you played.

Password-linked games start you off with four Heart Containers, a sword and your original character name.

Everything Old Is New Again

If you have both Game Paks and you play the second game using a password that you earned in the first game, some characters, rings and items that you grew accustomed to in the first game will make repeat appearances in the second game. You will also return to the original file in the first game to make new discoveries—discoveries that result in the acquisition of helpful items in the second game.

Items and Upgrades

While playing a password-linked game, you will occasionally return to the original game to earn new items, along with upgrades for your sword and shield.

Secret Steps

1. FINISH THE FIRST GAME
When you complete one game, you'll see a cliffhanger ending and earn a "secret" for the other game.

2. START A "SECRET" GAME
Select an empty file in the second game that you play and choose the Secrets option. Enter the secret that you earned by completing the first game.

3. FIND OUT ABOUT SIDE QUESTS
In the second game, you'll meet characters that know of your accomplishments from the first game. Some of them will give you clues and passwords.

4. LEARN MORE SECRETS
When you get clues and passwords from the second game, go back to your saved file in the first game and use the clues to earn items that you can transfer back to the second game.

5. COMPLETE THE ADVENTURE
On completing the second game, you will finally face off with the creatures that are behind the trouble in Holodrum and Labrynna, and witness a different and more celebratory ending.

New Game, Old Friends

Some side stories will continue from one game to the next. For example, you'll keep the same main pet and the child of the farming couple will grow.

Keep Your Ring Collection

When you complete one game, ask the red snake in Vasu's place for a password. Tell it that password in a linked game to transfer your rings.

Password-Linked Events

ORACLE OF SEASONS → ORACLE OF AGES

Rosa Returns

When playing a password-linked game, you'll meet Rosa where you would have met a Tokay. You'll also see her at the dance studio.

Undersea Exploration

When you explore the bottom of the ocean while playing a linked game, you'll find a cave where there wasn't one before. Explore that cave to find a Magic Ring. Vasu will tell you that your prize is the Pegasus Ring. Wear the ring to make Pegasus Seeds last twice as long as before.

Find a cave at the bottom of the ocean and dive in. There, you'll discover the Pegasus Ring.

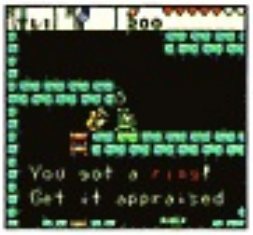
Hero's Quest

In Oracle of Seasons, Hero's Cave is the place where you find the Wooden Sword. When you play Oracle of Ages as the sequel to Oracle of Seasons, you'll find a different Hero's Cave, just east of Maku Road, in the present. Explore the cave after you have the Long Hook to find a useful Magic Ring.

Explore Hero's Cave after you complete the seventh dungeon. You'll discover a Magic Ring that turns out to be the Armor Ring L-3.

Classic Confrontation

Midway through a linked game, you'll find Impa in the Black Tower. She'll tell you that Vire has kidnapped Zelda. At the top of the tower, you'll enter into a minigame that is reminiscent of the original Donkey Kong game, only Zelda plays the part of Pauline. Victory gives you the Blue Joy Ring.



At the top of the Black Tower, you'll play Donkey Kong with Vire. Your prize is the health-restoring Blue Joy Ring.

ORACLE OF AGES → ORACLE OF SEASONS

The Captain and Queen Ambi

When you play Oracle of Ages first, then Oracle of Seasons, you'll discover that Queen Ambi, of Labrynna, and the pirate captain, of greater Holodrum, have a history. After you emerge from the Ancient Ruins, you'll find Queen Ambi near the Samasa Desert entrance and in the Subrosian pirate dwelling. Your meetings with the queen will suggest that the queen and the pirate are old friends.

In a linked game, you'll discover that the pirates have crossed paths with Queen Ambi on several occasions.

Another Cave, Another Quest

Since you'll begin a linked game in Oracle of Seasons with a sword, there's no need to search for a sword in Hero's Cave. If you do explore the cave, though, you'll find that it is quite different and much more elaborate than its original incarnation. You'll need Roc's Cape to go deep into the cave.

Hop over holes and take on a collection of challenging situations in the linked-game version of Hero's Cave.

Moblin Melee

After you clear Snake's Remains and head for Spool Swamp in a linked game, you'll learn that the Great Moblin has kidnapped Zelda. That's your cue to save Zelda once more from an evil green monster. Track him down, clean his clock and get a reward for your heroic deed—the Blue Joy Ring.

When you fight the Great Moblin in Spool Swamp and save the princess (again), you'll get the Blue Joy Ring as a prize.

PASSWORD POWER-UPS AND MINIGAMES

When you complete Oracle of Seasons or Oracle of Ages and enter the other game with a password link, you'll find that some characters have clues and five-character passwords that tie in to the first game you played. Go back to your saved file in that game and give the passwords to characters who ask you for "secrets." They will give you new items or item upgrades, often as the prize of a minigame. They'll also give you passwords that you can give to Farore, Oracle of Secrets, inside the Maku Tree in your password-linked game. She'll reward you with the items or upgrades you got in the other game.

After you trade secrets between your password-linked game and the saved file of the first game you played, talk to Farore for a helpful item or upgrade.

PASSWORD-LINKED ORACLE OF AGES

Master Swordplay

Get a sword upgrade halfway through your password-linked Oracle of Ages game by taking a side quest to Horon Village with your Oracle of Seasons saved file. After you collect the fourth Essence of Time in Skull Dungeon, you'll meet a woman who will give you a five-character password and a clue about the Horon Village clock shop. Return to Oracle of Seasons with that information and dig into an underground chamber behind the clock maker's shop. There, you'll enter the password and play a minigame to earn a sword upgrade and another password. Take that password back to Farore in Oracle of Ages to get the same sword upgrade.

After you survive Skull Dungeon in Oracle of Ages, you'll learn about a secret passage behind the Horon Village clock shop in Oracle of Seasons.

Play a minigame underground to earn a more powerful sword.

Have a Heart

On exiting the Spirit's Grave, you'll find a ghost that will tell you a secret about the graveyard in Holodrum. Switch to your saved file in Oracle of Seasons and go to the graveyard. When you dig behind the gravestone that is not marked with flowers, you'll uncover an underground minigame. Play the game to earn a password and a Heart Container. Then switch back to Oracle of Ages and use your new password in the Maku Tree to get that same Heart Container.

Oracle of Ages

The ghost near Syrup's Magic Potion Shop in Oracle of Ages will tell you how to find another ghost in your saved file of Oracle of Seasons.

Oracle of Seasons

The graveyard ghoul will challenge you to a ghost-counting minigame.

Bolster Your Shield

The Subrosian Smithy in Oracle of Seasons may be difficult to deal with, but no one makes a better shield. You'll find a Subrosian who has a message for that smithy near the Mystery Seed Tree in Oracle of Ages (area G2 on the Labrynna past map). Take the message to the smithy in your Oracle of Seasons saved game. He'll give you a shield upgrade and a password. Get the same upgrade in Oracle of Ages by giving that password to Farore.

Oracle of Ages

Oracle of Seasons

Subrosians are a tight-knit bunch. When you talk to a Subrosian in Oracle of Ages, you can bring his message to the smithy in Oracle of Seasons for a shield upgrade.

Bombchus and Boomerangs

If you're skilled with the Magic Boomerang, you can earn a moving, minelike Bombchu. A Subrosian in an Oracle of Ages cave (area G1 on the Labrynna present map) will give you a password that you can take to another Subrosian in Oracle of Seasons (area C1 on the Subrosia map), who will test your Boomerang skills for a Bombchu prize.

Oracle of Ages

Enter the cave in area G1 of present-day Labrynna to earn a password that you can take to a previously empty cave in Oracle of Seasons.

Oracle of Seasons

Cut all of the grass with three Boomerang tosses to earn a Bombchu.

Raise Your Heart Rate

You can add Heart Ring L-1 to your collection early in your password-linked Oracle of Ages adventure. After you clear the Wing Dungeon, talk to the Great Fairy in area B5. She'll send you to the Temple of Seasons in Oracle of Seasons, where you'll find the ring behind a waterfall. Take it to Vasu and talk to the Red Snake for a password.

Oracle of Ages | Oracle of Seasons

The Great Fairy appears over rubble in area B5 on the Labrynna past map after you exit the Wing Dungeon. She'll point you to the Temple of Seasons.

Seeds from Scrubs

If you listen to the music of the Deku Scrub, you can upgrade your Seed Satchel so that it holds more seeds. Learn a password from the Deku Scrub in area A5 of the Labrynna past map and take it to the scrub west of the Sunken City in Oracle of Seasons. If you finish the scrub's song with your password, you'll get the bigger satchel.

Oracle of Ages | Oracle of Seasons

Talk to the Deku Scrub in Labrynna's past, then switch to Oracle of Seasons, fill your seed satchel and talk to the scrub west of Sunken City.

Swim Meet

You'll be able to swim faster after you earn the Swimmer's Ring. Meet a pupil of the master diver in area A6 of Labrynna's present map. He'll give you a password that you can take to the diver in the Sunken City of Oracle of Seasons. When you pass the diver's swimming test, you'll earn a Magic Ring that Vasu will tell you is the Swimmer's Ring.

Oracle of Ages | Oracle of Seasons

Talk to the diving pupil in your password-linked Oracle of Ages adventure to get a message that you can take to the master diver in Oracle of Seasons.

After you demonstrate your swimming ability, you'll earn a Magic Ring.

Meet the Mayors

When you pass a message between the two games' mayors, you can earn a bigger Ring Box. After you clear the Wing Dungeon in Oracle of Ages, talk to Mayor Plen's grandmother in Lynna City. She'll give you a password to take to Mayor Ruul of Horon Village. When you give him the message, the mayor will upgrade your Ring Box.

Oracle of Ages | Oracle of Seasons

Enter the homes of the mayors in Lynna City and Horon Village. Inside, you'll earn a Ring Box that holds more rings.

Lucky Number

If you want to hold more bombs, you can expand the size of your bomb bag by collecting a massive amount of ore in Subrosia. Talk to a girl in area D5 of the Labrynna past map. She'll give you a message to take to a pirate in Oracle of Seasons (area B4 of the Subrosia map). The pirate will ask you to collect 777 pieces of ore. When you do that, you'll earn an upgraded bomb bag and a password that you can take back to Farore in Oracle of Ages.

Oracle of Ages | Oracle of Seasons

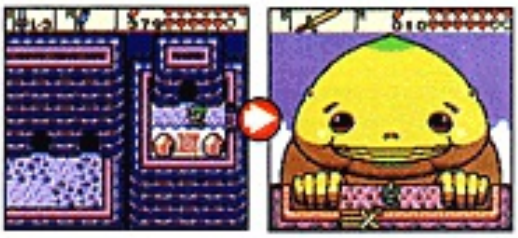
When you meet the girl in area D5 of the Labrynna past map in Oracle of Ages, she'll give you a password that you can take to the pirates in Subrosia.

Go out to the fields of Subrosia and dig up 777 pieces of ore.

Big Sword, Big Swing

The massive Goron in Oracle of Seasons will reward you with a big sword if you pass on a password. Talk to the regular-sized Goron in area F1 of a password-linked Oracle of Ages game for a secret that you can take to the larger Goron atop Goron Mountain in Oracle of Seasons. If you've already given him the Lava Soup, he'll ask for a password. The reward is a big sword with a long reach.

Oracle of Ages | Oracle of Seasons



Talk to the regular-sized Goron in the present of Oracle of Ages and the larger Goron in Oracle of Seasons to earn a sword that you must hold with both hands.

PASSWORD POWER-UPS AND MINIGAMES

PASSWORD-LINKED ORACLE OF SEASONS

A Sword from the Zora King

Midway through a password-linked Oracle of Seasons adventure, you can learn secrets that will lead to a sword upgrade. Make your way through Hero's Cave (area C7 on the Holodrum map) and talk to the Zora on a raised platform. You'll get a clue and a password from the fishlike creature that you can take to King Zora, in present-day Labrynna, in your saved Oracle of Ages game. The monarch will reward you with a sword upgrade. If you previously had the Wooden Sword, you'll get the Noble Sword. If you had the Noble Sword, you'll get the Master Sword. He'll also hand over a password. Tell it to Farore in Oracle of Seasons to get that same sword upgrade.

Oracle of Seasons

Oracle of Ages

Talk to the fish in the password-linked Hero's Cave in Oracle of Seasons, then talk to the Zora King in Oracle of Ages. Your reward is a better sword.

Head-Start Heart

Early in your password-linked Oracle of Seasons adventure, you'll have the chance to gain an extra Heart Container. After you talk to the Maku Tree for the first time, you'll find a girl near the fountain in Horon Village. She'll give you a password that you can take to the Fairies' Woods sprites in your saved Oracle of Ages game. They'll give you a Heart Container and a password. Take that password to Farore in Oracle of Seasons to get the same Heart Container.

Oracle of Seasons

Oracle of Ages

Once you have talked to the Maku Tree in Oracle of Seasons, you'll find a girl near the fountain. She'll send you on a quest for a Heart Container.

Shield Strength Step Up

Once you get the pirates to take you on a journey to the graveyard area of Holodrum in a password-linked game, you'll have access to a house in area B7. When you go to the house, talk to a ghost for a clue and a password. Then switch to your saved Oracle of Ages game, go to the library in section C6 of Labrynna's past and talk to an old man. The reward for your efforts will be a shield upgrade and a password. Take the password to Farore in Oracle of Seasons for the same reward.

Oracle of Seasons

Oracle of Ages

When you talk to the ghost in the house near the graveyard in Oracle of Seasons, you'll get a password and a clue that leads you to the library in Oracle of Ages.

Bombchu Blast

You'll discover that the one-man band in the Woods of Winter has an audience in your password-linked Oracle of Seasons adventure. The musician's fan is a pupil of Troy, from Oracle of Ages. He will give you a password that you can take to Troy in area G1 of present-day Labrynna. Use the password to enter into a mine cart minigame. The prize is a Bombchu.

Oracle of Seasons

Oracle of Ages

The one-man band's one fan will point you in the direction of a minigame in the Oracle of Ages mine.

Play a perfect round of the mine cart minigame to earn a Bombchu and a password.

Dizzying Discovery

The Spin Ring lets you spin twice in a powered-up sword attack. When you go to Lava Lake after you have collected the power of autumn, you'll meet a Subrosian who will give you a password that you can take to Mayor Plen in Lynna City. He'll give you the ring.

Oracle of Seasons | Oracle of Ages

Talk to a Subrosian near Lava Lake in Oracle of Seasons to get a password. That password will prompt Mayor Plen to give you the Spin Ring.

Mystical Seeds Aplenty

Not far into your password-linked Oracle of Seasons adventure, you can earn a Seed Satchel upgrade. Go to the Fairy's Fountain in section H5 of the Holodrum map and get a password that you can take to Tingle in area E4 of the Labrynna present map. He'll provide you with a satchel that holds more seeds, along with another password.

Oracle of Seasons | Oracle of Ages

The fairy across the water in H5 of the Oracle of Seasons Holodrum map will give you a password that you can take to Tingle in Oracle of Ages for an upgrade.

Traction Device Acquired

The Snowshoe Ring has the power to keep you from sliding on ice. It will be perfect for your trek through the Sword & Shield Maze. Talk to Mamamu Yan's mother in the Floodgate Keeper's House for a password and a clue that will point you to Mamamu Yan's house in area D4 of Labrynna's present. Win a minigame there for the prize.

Oracle of Seasons | Oracle of Ages

Talk to Mamamu Yan's mother in the Floodgate Keeper's house in Oracle of Seasons for a password. Give the password to Mamamu Yan in Oracle of Ages.

Mamamu Yan's minigame will have you chasing her dog through Lynna City.

Build a Better Box

You can upgrade your Ring Box in a hurry in your password-linked Oracle of Seasons adventure. After you clear Snake's Remains, talk to a girl in the house where you originally got the shovel. She'll give you a password that leads you to the twins in Oracle of Ages' Symmetry Village. They'll give your box more ring capacity.

Oracle of Seasons | Oracle of Ages

Drop by Holly's house in Oracle of Seasons after you survive Snake's Remains. You'll get a password that you can take to the Symmetry twins.

Bombs from Moblins

After you take on the Great Moblin in Moblin Fortress, the Moblin leader and a few followers will be holed-up in a Sunken City house. Talk to them in your password-linked game, then talk to a Moblin in the ruins of the fortress. That Moblin will give you a password that you can take to a Tokay in a cave in area G6 of present-day Labrynna. There, you'll enter a minigame for a bomb bag upgrade.

Oracle of Seasons | Oracle of Ages

Once you trash Moblin Fortress and talk to the Moblins in Sunken City, return to the Keep for a password. Take that password to Oracle of Ages, area G6.

You'll play a meat-tossing game with Tokays to earn a great prize.

Swing for the Fences

After you've collected the Goron Vase from the massive Goron of Goron Mountain in a password-linked Oracle of Seasons game, you can set the wheels in motion to acquire the Biggoron's Sword. Talk to a Goron in a cave in area E1 of the Holodrum map for a password that will trigger a minigame in area G1 of Labrynna's past (Oracle of Ages). When you win the game, you'll collect the heavy sword.

Oracle of Seasons | Oracle of Ages

Once you've traded for the Goron Vase, you'll find a Goron in a cave who will point you to the baseball minigame in Oracle of Ages, area G1 of the past.

After you prove your swinging ability, you can earn a very big sword.

PASSWORD-LINKED FINALE

If you play Oracle of Seasons and Oracle of Ages as stand-alone games, you'll face a lot of challenges, but none as significant as the battle that comes at the end of a password-linked game. After you take on either Veran or Onox (depending on which game you played second), you'll go up against Twinrova, then the evil Ganon!

Princess in Peril

When you play one game all the way through then enter a password into the other game and play that to its original ending, the twin terror that is Twinrova will come onto the scene and kidnap Princess Zelda in an effort to bring Ganon back from beyond. The details of that event will vary depending on the order in which you played the games.

You'll make your way through a mysterious hall to the place where Zelda is held. Choose the direction that none of the eye statues are looking.

Boss
TWINROVA

Your battle with Twinrova will have two parts. When the twins attack as separate creatures, you can turn their powers onto each other. Use your sword to reflect the fiery beams in the direction of the icy enemy and the icy beam in the direction of the fiery enemy. After they merge, stop their attack with your powered-up sword, then hit them with Scent Seeds. When the floor transforms, avoid dangerous areas and keep fighting.

In the first phase of the battle, stay near a corner of the chamber and reflect the shots from one enemy with your sword so they hit the other enemy.

You can stop the attack of the merged Twinrova with your sword and damage the beast with Scent Seeds.

Final Boss
GANON

Link's most infamous enemy makes a triumphant return after you defeat Twinrova. Unless you have the Master Sword, you won't even be able to scratch Ganon with a normal swing. Leap over Ganon's attacks and counter them with a powered-up sword attack. You'll cause maximum damage by wearing the Red Ring or the Spin Ring. During the battle, your directional controls will be reversed, so be careful where you're headed.

Jump when Ganon attacks and jump again when the room shakes. Then hit him with a powered-up sword attack.

HERO'S CAVES

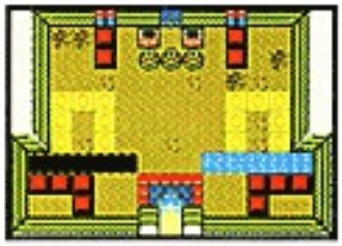
For experienced adventurers only—the Hero's Caves of the password-linked Oracle of Seasons and Oracle of Ages games offer advanced puzzles and intense challenges. Complete either Oracle of Seasons or Oracle of Ages, then enter that game's secret into the other game. When you are on the verge of completing the second game, you'll be ready to take on the Hero's Cave.

HERO'S CAVE:

PASSWORD-LINKED ORACLE OF AGES

The Hero's Cave will appear in Labrynna only if you start your Oracle of Ages file using an Oracle of Seasons password. Look for the password-activated cave to the right of the Maku Road cave in present-day Labrynna. As long as you have the Long Hook from the seventh dungeon, Jabu-Jabu's Belly, you'll be able to reach all 15 puzzle-filled chambers of the Hero's Cave and uncover its big prize, the upgraded Armor Ring.

Chamber 1

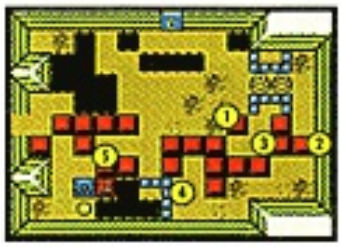


Once you've shattered the pots that block your path to the unlit torch lamps, use Ember Seeds to light them and cause the exit to open.

Chamber 2

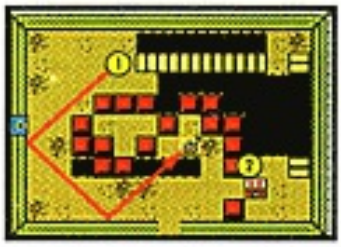
Follow the red path on the map and push pot 1. After moving the pot one space to the left, push block 2 up. Return to the beginning of the red path, then follow the blue path and push pot 1 back to its original spot. Follow the red path again and push pot 1 up. When you've shoved it against block 2, circle around to the left side of pot 1. Push it to the right, then push it up and onto the floor button. Once you've weighed down the button, break pot 3 so you can reach the second button. Keep the second button pressed by placing a block created by the Cane of Somaria on top of it. By pressing both buttons simultaneously, you'll summon a treasure chest containing the key to the exit.

Chamber 3



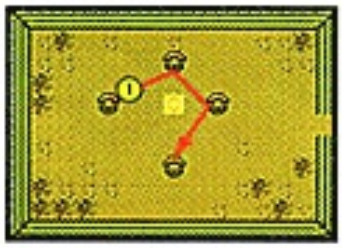
After defeating the Keese bats, push block 1 down. Break both pots to reach block 2, then push it down. Circle back around to block 1 and push block 3 to the right, then enter the path you've opened up. Station yourself at point 4 on the blue barricade and toss bombs at the cracked block. When you've blasted the block to rubble, move block 5 down and slide the blue statue on top of the switch to win the key to the next room.

Chamber 4



While the lever is flipped to the right, stand at point 1 at the foot of the bridge. Facing left, fire your Seed Shooter diagonally down, then make a mad dash across the bridge. If you quickly run across as your shot is following the trajectory shown above, you'll be able to reach the other side just as your seed is ricocheting into the lever. When your seed hits it, the second bridge will extend. Cross it to claim a key, then push block 2 left to reach the exit.

Chamber 5

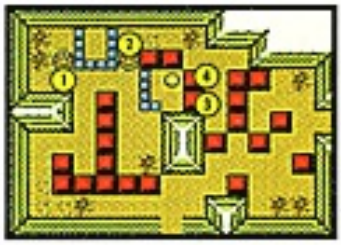


When you hit one of the statues with a seed, it will open its eye for a second. A warp and a treasure chest will appear if you can get all four statues to open their eyes at the same time, so arm your Seed Shooter and Seed Satchel. Stand at point 1, face right and shoot diagonally up to bounce a seed along the trajectory shown above. Right after firing, sprinkle the statue behind you using your Seed Satchel.

Chamber 6

Cover the tiles on the right side of the room with the six statues scattered around the chamber. The cluster of statues on the left side of the room appears in the formation that you must follow when arranging the scattered statues on the tiles. You'll be short one blue statue, so borrow one from the cluster and slide it onto the final tile. A key will be yours once you've successfully redecorated.

Chamber 7

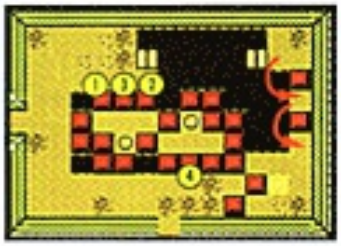


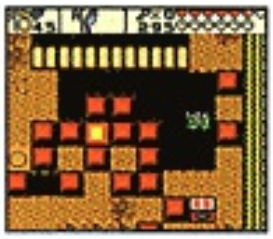
Chamber 7's puzzle is optional since the exit to the room is already open and the reward for solving it is 200 Rupees rather than a crucial key. If you'd like to be richer or are simply up for the challenge, push pot 1 down one space, then fire your Long Hook into pot 2. After you've flip-flopped your way out of the dead end, push block 3 to the left and block 4 up so you can step on the once-enclosed button. A chest containing the 200 Rupees will appear, but you won't be able to reach the booty since you've fenced yourself in by rearranging the blocks. Reel yourself out of the jam and over to your prize by sinking your Long Hook into pot 1.

Chamber 8

To earn chamber 8's key, you must place both blue statues on top of the blue tiles. Start off by firing your Long Hook into diamond block 1. Hook diamond block 2 to escape the barricaded area, then stand at point 3 and hook diamond block 2. You'll land in the barricaded area again, so hook diamond block 1 to escape. Use the Long Hook to maneuver diamond block 2 to point 4, then push the nearby blue statue along the red path. When you reach the end of the red path, hook diamond block 2 so you'll land behind the statue at point 4. Push the statue south to its final resting place atop the blue tile, then hook diamond block 2 back to point 3. Shoot your Long Hook at diamond block 1, then escape the barricaded area by hooking diamond block 2. By shooting diamond block 1 again, you'll flip-flop to where you'll be able to approach the southern blue statue from its left side. From that position, slide the statue onto the blue tile in the barricade.

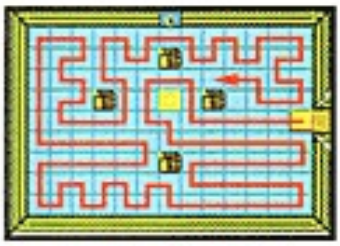
Chamber 9





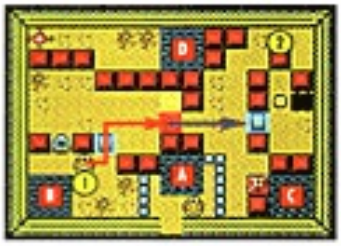
Push blocks 1 and 2 down, then slide block 3 sideways to reach the floor button that activates the bridge. Once you've extended the suspended walkway, head to block 4. Push it up, then aim the Cane of Somaria at the button north of block 4 to make a treasure chest appear. Cross the bridge, then jump diagonally, according to the red path on the map above. To jump around the second block, leap left, then quickly arc back to the right while in midair (Pegasus Seeds will make curving hops easier). If all goes well, your happy landing will get you to the treasure chest. By opening it, you'll find a Gasha Seed as well as activate a warp that's linked to the Hero's Cave entrance.

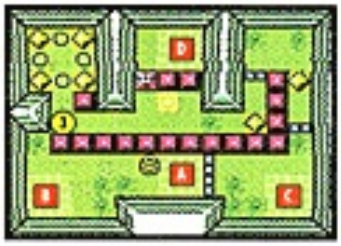
Chamber 10



Follow the red arrow to walk in a continuous path across every blue tile without retracing any of your steps. The path to the left is just one of many possible solutions, most of which will leave you with one unreachable tile. By covering that leftover tile with a block created by the Cane of Somaria, you'll complete the puzzle and earn the key to the next room.

Chamber 11





The left map depicts the surface region of Chamber 11, while the right map shows the underwater areas. You begin on the surface. Dive into pool A and surface in pool B, then hit the orb switch to lower the blue barricade. Push pot 1 along the red path. Hit the orb to lower the red barricade, then continue pushing pot 1, following the blue path. Slide block 2 to the left, then step on the button. Exit the boxed-in area by shooting your Long Hook at pot 1. Open the chest that the button summoned, then use the key inside to unlock the block by pool C. Dive in and hook your way to the northwest corner of the underwater map. Hook the four diamond blocks so that each one covers a button. Save the bottom button for last, and flip-flop out with a diamond block you've placed at point 3. Your efforts will win you a key that you can use to unlock the way to pool D. Surface in pool D and exit via the warp.

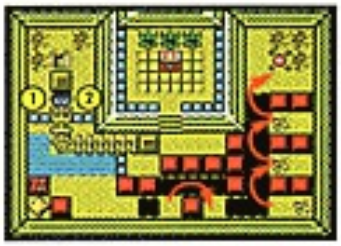
Chamber 12

Use the Power Gloves to pull back the lever, which will temporarily cool the lava. Whenever the molten surface is safe for walking, push the color cube along the path shown above. If you can roll the cube onto each colored tile so that the color displayed by the cube matches the color of the floor square, you'll unearth a secret set of stairs. To make sure you reach them, bomb all cracked blocks, use Pegasus Seeds while pushing the cube and always park the cube on solid ground. If you or the cube end up getting burned, you'll have to restart the puzzle.

Chamber 13

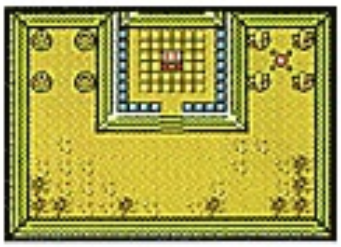
Chamber 12's stairs lead to a side-scrolling tunnel. The passage has a crevasse in it, and you must hook your way across the gap to exit. A roving sunburst patrols the area, so use the Cane of Somaria and create a block at point 1 to send your enemy on a new, less intrusive route. Once it's out of your hair, use Roc's Feather to jump from point 2. While in midair, push the Control Pad diagonally down and to the left to land in the alcove. In nook 3, fire your Long Hook into the pot to cross the crevasse. On the other side, jump at point 4 and use your cane to create a block beneath you just as you leave the ground. Use it to prop yourself up and claim the 200-Rupee prize.

Chamber 14



To cross the train tracks you must use either bombs or an enemy. To use bombs, hold one above your head while boarding the train car. Toss the bomb at the cracked rock as you chug past it. Ride the train back to point 1, then launch your Long Hook at the diamond block to cross the tracks. If you're out of bombs or have difficulty timing the toss, wait at point 2. When a Gibdo mummy walks in front of you, hook it to flip-flop to the other side of the barricade. Regardless of which method you use, you must leap with the jumping technique detailed in Chamber 9's tip. Pegasus Seeds will definitely make your aerobatics easier, and so will Roc's Ring. If you've found the handy piece of jewelry, wear it to prevent the breakaway floors from crumbling under your feet when you land on shaky ground.

Chamber 15



The fifteenth room houses what you've been solving all of those puzzles for—the Armor Ring L-3. To earn it, defeat all of the enemies in the room. The peskiest of your foes are the grabby Wallmaster hands, which will send you back to the entrance if they catch you in their grasp. Escape their clutches by moving constantly. As long as you don't stand in place very long, the Wallmasters won't have a chance to get their hand on you.

HERO'S CAVE:

PASSWORD-LINKED ORACLE OF SEASONS

The Hero's Cave in a password-linked Oracle of Seasons adventure is in the same location as the first test of the stand-alone game, but the new cave offers a much more intense challenge. If you have made your way through Explorer's Crypt, you'll have all of the tools that you need to navigate the cave's 21 chambers. Your prize for reaching the last chamber is the Power Ring L-3.

The Hero's Cave of a password-linked Oracle of Seasons adventure is located in the same place as the original Hero's Cave, but it is completely different inside. You can walk through the arched opening to Chamber 1, or drop into the hole and land in Chamber 2.

Chamber 1

An old sage in the cave's first chamber tells you to explore the cave only if you trust your skills—a warning that the puzzles ahead are challenging and complex. As you make your way to advanced areas in the cave, you'll discover warps that lead back to the first chamber. The warps give you a chance to leave the cave, load up with items and return to where you were.

Chamber 2

If you drop into the Hero's Cave from its alternate entrance (fall off a cliff and drop into a hole near the cave's main entrance), you'll land on a raised platform in the second room and find a treasure chest that contains 20 Rupees. Two switches trigger the door to the next chamber. You must move heavy pots onto both switches to keep the door open. Break the first seven pots that you come to by slashing them with your Noble Sword or by picking them up and tossing them with the aid of your Power Bracelet. Push pot 1 to the east one space. Break the next six pots that you reach and push pot 2 to the east two spaces and one space south onto the door's south switch. Break pot 3, then move blocks 4 and 5 each one space north and move block 6 one space west or east. Finally, push pot 1 four spaces south and one space east onto the last switch to create an escape.

Chamber 3

As you make your way across the north side of the cave's third chamber, you'll push heavy rollers with the help of the Power Bracelet and break pots to make room to pass. There are two pots and a pair of door-opening switches in the southeast corner of the chamber. Push one of the pots one space west onto one of the switches, and push the other pot three spaces west. That will give you room to work your way to the other side. Next, push the pot two spaces east, onto the other switch. That will open the door and put you in the right place to exit the room.

Chamber 4

There are five pots and five switches in the fourth chamber. When you push all of the pots onto switches, a bridge will extend over the wide gap. Push the first blocking pot four spaces south to the corner of the platform. Next, defeat the enemies in the area and push the southwestermmost pot two spaces east. Then push each of the remaining pots one space so that they cover the rest of the switches. That will trigger the appearance of the bridge. If you break one of the pots, leave the room and come back to reset the puzzle. When you get to the northeast corner of the room, take a swirling warp to the next area.

Chamber 5

You can approach the old Zora in the fifth chamber by way of the sixth chamber. The creature will give you a clue and a password that will lead you to King Zora in your completed and saved Oracle of Ages game. When you exchange secrets (passwords) back and forth, you'll earn a sword upgrade in both games.

Chamber 6

After you work your way around the sixth room to the Zora in the fifth room and learn the password, return to the sixth room. Hit the floor switch in the northwestern section of the room to produce a key. Use the key to open the door on the north wall.

Chamber 7

The door on the east wall of the seventh room will open when you hit the switches in each of the four corners. You'll have to be quick. If you stay in one place for too long, a Wallmaster will pick you up and take you back to the Hero's Cave entrance, so get jumping.

Chamber 8

A heavy roller in the north end of the room blocks your way. As you push the roller to the east, you'll find that some sections of the floor are very weak. Avoid those areas as you push. You can move to the next section of Hero's Cave by way of a swirling warp in the southeast corner of the room.

Chamber 9

After you take care of the water-dwelling Zolas in the ninth chamber, swim to the southwest corner of the room, stand on the marked square and push the block that is directly south of you one space south. When you light the torch in the northwest corner, a treasure chest will appear on the marked square. Since you moved the block that was next to the square, you'll be able to open the chest and collect a key.

Chamber 10

There is a raised platform in the northeast section of the cave's tenth chamber. Swim to the land that is just south of the platform and push the first block that you reach one space east. Work your way around that block and push the next block one space north. Next, swim around to the north side of the platform and push blocks out of the way so that you can push the block that is just north of the hole into it. Jump over the hole, use the key that you collected in the ninth chamber to get to the raised platform in the southeast section of the room, then use your Slingshot and a pair of Ember Seeds to light the two torches. The door on the room's west wall will open.

Chamber 11

The flooded eleventh chamber is full of Zolas and spiderlike Water Tektites. Swim to a patch of dry land and fight off the enemies with your sword or Slingshot. When the enemies are gone, a key will drop into the water in the middle of the room.

Chamber 12

Many of the blocks in the twelfth chamber are cracked. You can blast your way to the northeast corner of the room, where there is a swirling warp to the next area and two bombs. Before you continue, light the room's two torches to trigger the appearance of both a Gasha Seed and a warp to the Hero's Cave entrance.

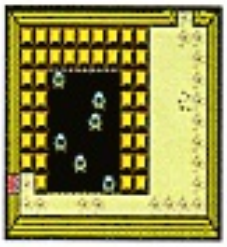
Chamber 13

You'll find a collection of rotating magnetic posts and little else in the cave's thirteenth chamber. You can use the Magnetic Gloves to fly toward and away from the posts, turning in midair to switch from one post to the next. Follow the path indicated in the picture to the left and make your way to the platform at the middle of the room's east side. You can also use Roc's Cape to jump to the platform.

Chamber 14

The fourteenth room is an extension of the thirteenth room. Use your Magnetic Gloves to follow the indicated path to the southeast corner.

Chamber 15



The pit is packed with five switches that slide east and west at different rates. Use your Boomerang to hit the switches and turn them from blue to red. Once they're all red, the door in the southwest corner of the room will open.

Chamber 16

If you push the pot in the northeast corner of the room onto the switch, you'll cause a treasure chest to appear, but you won't be able to collect its contents. Instead, break the pot and use your Magnetic Gloves to move the iron ball in the northwest corner of the room onto the switch. After you collect the Gasha Seed from the treasure chest and expose a warp to the cave entrance, use Roc's Cape to jump across the gap to the northwest section of the room and take the swirling warp to the next chamber.

Chamber 17

There are four pots that you can move onto the room's four switches. Break pot 1, then jump the gap and push block 2 one space south into the hole. Push pots 3 and 4 onto nearby switches. Then break pots 5 and 6 and push block 7 into the hole. Push pot 8 one space north, then work your way around the hole to the west of the pot and push it onto a switch. Finally, push blocks 9 and 10 each one space north and push block 11 one space east to clear a path for pot 12.

Chamber 18

There are eight switches in the eighteenth room. Every time you hit a switch, a new group of enemies will appear. Clear away the enemies and hit the next switch. After you've vanquished all enemies, a key will drop into the center of the room.

Chamber 19

The only way to hit the switch in the nineteenth chamber is to steer the Magic Boomerang around the obstacles in the pit. You must keep your finger on the button to influence the path of the Boomerang. If it hits an obstacle, control will switch back to your character. When that happens, let go of the Control Pad so that you don't inadvertently guide your character into the pit.

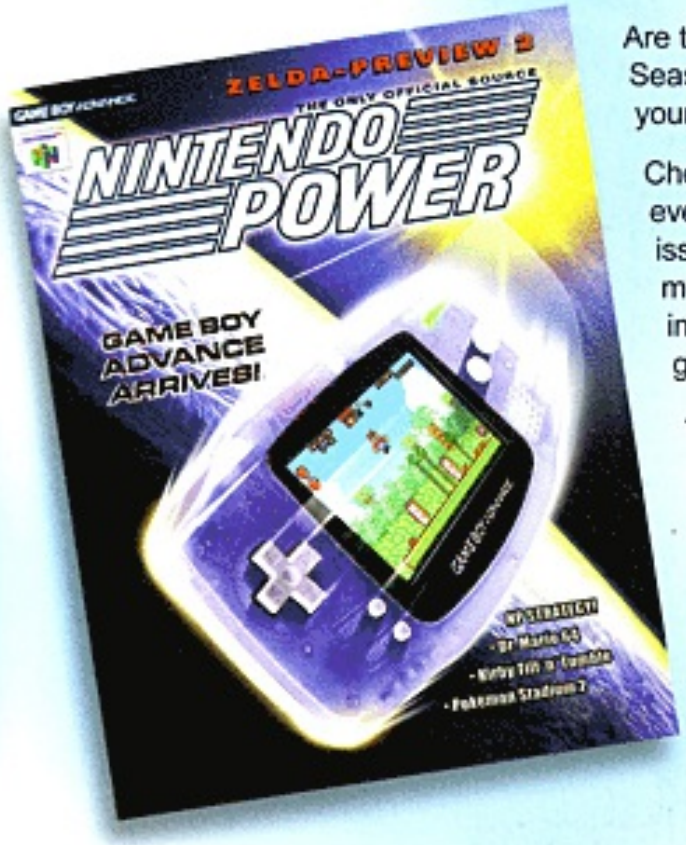
Chamber 20

The last puzzle puts your knowledge of dungeon locations to the test. When you pay the old sage in the room 60 Rupees, eight treasure chests will appear. They are arranged according to the same layout as the dungeons in Holodrum. Open the chests in the same order that you used to explore the dungeons. You'll earn 10 Rupees per chest. At the end of the test, the sage will open up a warp to the final chamber.

Chamber 21

A Magic Ring is the prize at the end of the password-linked Oracle of Seasons Hero's Cave. When you take the ring to Vasu, you'll learn that it is the Power Ring L-3. Wear the ring to increase the power of your sword greatly and increase the strength of enemy attacks. The overall effect is that battles will be shorter and more dangerous.

DON'T GET BURNED—
GET NINTENDO POWER!



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